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本朝文雄百人一首
佐藤四郎兵衛忠信

義経の忠臣に佐藤庄司が子小して次信の弟あり
義経頼朝不和ありぬいて吉野の奥へ入る節
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かり義経と名のり大衆を討取其身
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花小見立てよありはあふ
勇氣の致を所あり

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朝櫻樓
國書

村



Play Go Online Using *THE KISEIDO GO SERVER (KGS)*

The Kiseido Go Server (KGS), written and maintained by William Shubert in Portland, Oregon, is now up and running, and we at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. Kiseido provides this server as a service to go players and playing on KGS is free of charge.

It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

The Kiseido Go Server has the following new features not found on any other go server.

- On the Kiseido Go Server, you can edit games online. This can be used in several ways. After finishing a game, one of the players can press the 'Edit Game' button and immediately start editing the game, trying out variations, etc. The two players can go over the game together. Or a strong player can use the editing system to play a game against a much weaker player, annotating the game as they go along, providing a lesson. Or you can simply build an SGF file online to show to other people.
- The Kiseido Go Server is multilingual. All messages that players type and send are done in Unicode, which means that people can converse in any language that they wish. The Kiseido Go Server itself has full support for internationalization. If the client doesn't support your own native language, then you can help make a translation.
- The Kiseido Go Server correctly supports many rule sets. The Kiseido Go Server is the only go server that truly supports Japanese scoring. Other servers will score eyes in a seki as points, which is not correct. In addition, the Kiseido Go Server will detect when a Japanese-rules game is caught in an infinite loop. It also supports Chinese rules, AGA (American) rules, and the New Zealand rule sets. Full information on the rule sets is in the Kiseido Go Server help files.
- The Kiseido Go Server supports several time systems. With the Kiseido Go Server you can play with no time limit, with an absolute time limit, or with various byo-yomi systems. Again, full information is in the Kiseido Go Server help files.
- The Kiseido Go Server also allows you to save and retrieve your games free of charge, enabling you to review and study them later.

We at Kiseido hope to make this server a place where go players of all ranks can enjoy playing go and to meet you on the Kiseido Go Server at:

<http://kgs.kiseido.com>

If you have trouble downloading the client online, Kiseido can provide a CD ROM which will enable you to quickly install the client and JAVA system necessary to run it. Comes with instruction manual. Price: \$10; shipping and handling included.

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Go World News

November 2000~March 2001

by John Power

International

Yu wins 5th Samsung Cup

This year's Samsung Cup final featured a clash between Japan and Korea, with Yu Ch'ang-hyeok* 9-dan of Korea and Yamada Kimio 8-dan of Japan reaching the final.

Both finalists played very aggressively and as a result none of the games lasted 200 moves. Considering that he has never won a top-three title in Japan, Yamada did very well to reach the final, but he was no match for the greater expertise and experience of Yu. The latter dropped just one game in winning his fourth world championship.

The results:

Game 1 (23 Nov.). Yu (W) by resig. (186 moves). Game 2 (11 Dec.). Yu (B) by resig. (187 moves). Game 3 (12 Dec.) Yamada (B) by resig. (185 moves). Game 4 (14 Dec.). Yu (B) by resig. (173 moves).

Yi Ch'ang-ho wins 4th Ing Cup

The remaining games of the 4th Ing Cup were finally played, after a gap of two and a half months, in Shanghai in mid-February. As reported in GW90, Yi Ch'ang-ho of Korea had taken a 2-0 lead over Chang Hao 9-dan of China. The latter had done dismally in the past against Yi, and these losses made his record against him 1-14.

In the third game, played on 16 February, he finally picked up his second win. However, Yi reasserted his dominance in the fourth game, which he won, playing black, by three points (the Ing komi is eight points). This win earned Yi his first Ing Cup, which comes with the go world's top cash prize: \$400,000.

This victory makes it clearer than ever

that Yi is the world's top player. It also nicely filled a gap in his portfolio, as he hadn't won the Ing Cup so far (though the first three cups were all won by fellow Koreans). Yi has now won the Fujitsu Cup (twice), the Tong Yang Securities Cup (four times), the Samsung Cup (three times), the LG Cup (twice), and the TV Asia Cup (twice). With the Ing Cup, that gives him a total of 14 victories in international tournaments, way ahead of the player in second place. Yi is the only player to have won six different international tournaments. All he has to do to complete a grand slam is to pick up the Chunlan Cup.

The results:

Game 1 (1 Nov., Chengdu). Yi (W) by 7 points. Game 2 (3 Nov., Chengdu). Yi (B) by 1 point. Game 3 (14 Feb., Shanghai). Chang (B) by resig. Game 4 (16 Feb., Shanghai). Yi (B) by 3 points.

Most world championships won

- | | |
|-----|---|
| 14: | Yi Ch'ang-ho |
| 7: | Cho Hun-hyeon |
| 6: | Takemiya Masaki |
| 4: | Yoda Norimoto,
Yu Chang-hyeok |
| 2: | Otake Hideo, Ma Xiaochun, Yu
Bin, O Rissei |

5th LG Cup: new Korean prodigy on verge of defeating former prodigy

Not everything goes Yi's way. The first two games of the 5th LG Cup final were recently played in Seoul, and the score is quite a surprise: the new Korean prodigy Yi Se-tol 3-dan, who turned 18 on 2 March, has taken a 2-0 lead over the world's number one, Yi Ch'ang-ho. In the first game, played on 26 March, the younger Yi beat the senior Yi (who is now all of 25 years old) with white, forcing him to resign. In the second

*We have switched to McCune-Reischauer romanization for Korean names. Most of the differences are small, but note that Lee becomes Yi.

game, played the next day, Yi Se-tol (B) again forced Yi Ch'ang-ho to resign. The older Yi has won this Korean-sponsored international tournament twice already, but his chances of a third victory don't look good. There is now a big gap before the match is resumed in May.

The emergence of a brilliant young player like Yi Se-tol shows that the Korean go boom is bearing fruit at the top level of the game. It looks as if this is going to be the Korean century in go.

Quarterfinals

For the first time ever, a round of an international tournament was held in the West, being staged in Paris on 14 November.

O Rissei (Japan) defeated Cho Hun-hyeon (Korea) by 16½ points, Yi Ch'ang-ho 9-dan (Korea) d. Ma Xiaochun 9-dan (China), Yi Se-tol 3-dan (Korea) d. Rui Naiwei 9-dan (Korea), Zhou Heyang 8-dan (China) d. Seo Pong-su 9-dan (Korea).

Semifinals (held in Korea on 8 February, after a gap of nearly three months). Yi Ch'ang-ho 9-dan d. O Rissei 9-dan (B) by 2½ points. Yi Se-tol 3-dan (W) d. Zhou Heyang 8-dan of China by resign.

Korea wins 2nd Nongshim Spicy Noodles Cup

Go fans won't be surprised to hear that Korea has won this international team tournament — after all, Korea is the *only* country to win it or its predecessor, the Jinro Cup, so far — but there was more action in the tournament than the seemingly pre-ordained result might indicate.

To review it stage by stage —

The Beijing round (October 2000)

Korea got off to a good start in the first round of the Cup with the emergence of yet another new star, the 15-year-old Ch'oe Ch'eol-han. Ch'oe got Korea off to a roaring start by winning three games in a row. This excellent debut by a previous unknown testifies to an awesome pool of talent in Korea.

The results:

Game 1 (17 Oct.). Ch'oe 3-dan (Korea) (B) defeated Yu Ping 6-dan (China) by resign.

Game 2 (18 Oct.). Ch'oe (W) d. O Meien Honinbo (Japan) by 7½ points.

Game 3 (19 Oct.). Ch'oe (W) d. Liu Jing 8-dan (China) by 1½.

Game 4 (20 Oct.). Kobayashi Satoru 9-dan (Japan) (B) d. Ch'oe by resign.

The Seoul round (November 2000)

Unlike the first round, no one scored successive wins in the second round, which certainly revived interest in the competitive side of the tournament. Most noteworthy was Game Seven, in which Takemiya built a large moyo that ended up with a heart shape (see page 40).

The results:

Game 5 (26 Nov.). Shao Weigang 9-dan (China) (W) d. Kobayashi by ½.

Game 6 (27 Nov.). Mok Chin-seok 5-dan (B) d. Shao by resign.

Game 7 (28 Nov.). Takemiya Masaki 9-dan (Japan) (W) d. Mok by 10½.

Game 8 (29 Nov.). Chang Hao 9-dan (China) (B) d. Takemiya by 9½.

The Shanghai round (March 2001)

The big interest for Japanese fans in the final round was the performance of its new star Yamashita Keigo Gosei. Yamashita started well by defeating Chang Hao, but he was no match for Cho Hun-hyeon. The latter then beat Yu Bin as well, so it looked as if he might wrap up the tournament for Korea. However, the veteran player Kato Masao came through for Japan, scoring a good win over Cho.

At this point, Japan seemed to have a good chance. The last Korean player was Yi Ch'ang-ho, who had not been his usual self recently, losing three games in the first week of March. Moreover, Kato had done well against him in the past, scoring two wins against him in great fighting games in the 7th (see GW71) and 12th Fujitsu Cups (as against one loss, in the 8th Tong Yang Cup).

However, it was not to be. Korea owns this team tournament, and the final game turned out to be a one-sided win for Yi. The

latter deserves to inherit Nie Weiping's old nickname of 'the iron goalkeeper'.

The results:

Game 9 (14 March). Chang Hao 9-dan (China) (B) beat Ch'oe Myeong-hun 7-dan (Korea) by 2½ points.

Game 10 (15 March). Yamashita Keigo 7-dan (Japan) (B) d. Chang by resig.

Game 11 (16 March). Cho Hun-hyeon 9-dan (Korea) (W) d. Yamashita by 4½.

Game 12 (17 March). Cho (W) d. Yu Bin 9-dan (China) by resig.

Game 13 (18 March). Kato Masao 9-dan (Japan) (W) d. Cho by 3½.

Game 14 (19 March). Yi Ch'ang-ho 9-dan (Korea) (B) d. Kato by resig.

Win-loss record

Korea: 7-4; Japan: 4-5; China: 3-5

Rui wins the 2nd Hung Chang Cup

The domination of women's go by another member of the Korean Go Association, Rui Naiwei, surpasses even that of Yi's in men's. The fact that she is of Chinese nationality may be some consolation for Chinese go fans.

In the final of the 2nd Hung Chang Cup, Rui was faced with a strong opponent in the Korean prodigy Pak Chi-eun 3-dan, who is still only 17. Pak made an excellent start to the title match, defeating Rui (W) by 6½ points on 12 February. However, Rui got back into the match with a 2½ point win in the second game, played on 14 February.

In the decider, Rui made no mistake, forcing Pak to resign after 172 moves.

This is Rui's sixth victory in an international women's championship, a remarkable record when you consider that only eight such tournaments have been held. Rui won three out of five in the Bohai Cup, which was the predecessor to the Hung Chang Cup. She also won the 1st Hung Chang Cup and the 1st Eastern Airlines Cup.

The results:

Quarterfinals (Seoul, 9 January). Rui Naiwei 9-dan (Korea) (W) beat Aoki Kikuyo 8-dan (Japan) by resignation; Zhang Xuan 8-dan (China) (W) b. Cho Hye-yeon 2-dan

by resig.; Pak Chi-eun 2-dan (Korea) (W) b. Hua Xueming 7-dan (China) by resig.; Yun Yeong-seon 2-dan (Korea) (B) b. Li Chunhua 5-dan (China) by resig.

Semifinals (11 January). Rui beat Zhang; Pak beat Yun (we don't have full details).

Chinese stars shine in 3rd Chunlan Cup

Chinese players have risen to the occasion in their own international tournament and have secured five of the eight quarter-final slots. Full results in the two rounds played so far are given below. The most notable result came in the second round: China's 18-year-old new star Kong Jie defeated the world's number one, Yi Ch'ang-ho; moreover, Kong held white — besting Yi when he has black is no easy task. Kong first attracted attention in the 2nd Chunlan Cup when he defeated Cho Sonjin, then Honinbo, and Cho Hun-hyeon. Last year he reached the semifinals — can he do better this time?

Round 1 (26 December)

Wang Lei 8-dan (China) (B) beat Hikosaka Naoto 9-dan (Japan) by 3½ points, Kobayashi Satoru 9-dan (Japan) (B) b. Liu Jing 8-dan (China) by 5½, Yi Ch'ang-ho 9-dan (Korea) (W) b. Zhou Junxun 9-dan (Chinese Taipei) by 10½, Yamashita Keigo 6-dan (Japan) (B) b. Seo Pong-su 9-dan (Korea) by 5½, Yu Chang-hyeok 9-dan (Korea) (B) b. Liu Xiaoguang 9-dan (China) by resig., Ryu Shikun 7-dan (Japan) (W) b. Luo Xihe 8-dan (China) by resig., Yang Shihai 8-dan (China) (W) b. Jimmy Cha 4-dan (USA) by resig., Peng Jinghua 5-dan (Chinese Taipei) (B) b. Rob van Zeijst, ama. 7-dan, (Europe) by 1½.

Round 2 (28 December)

In the second round, eight seeded players joined the eight winners in the first round.

Kong Jie 5-dan (China) (W) b. Yi Ch'ang-ho 9-dan (Korea) by resig., Yu Ch'ang-hyeok 9-dan (Korea) (W) b. Chang Hao 9-dan (China) by resig., Ma Xiaochun 9-dan (China) (B) b. Kobayashi Satoru 9-dan (Japan) by 1½, O Rissei 9-dan (Japan) (B) b. Yang Shihai 8-dan (China) by resig., Cho Hun-hyeon 9-dan (Korea) (W) b. Yamashita

Keigo 6-dan (Japan) by 2½, Wang Lei 8-dan (China) (W) b. O Meien 9-dan (Japan) by resig., Zhou Heyang 8-dan (China) (B) b. Ryu Shikun 7-dan (Japan) by 3½, Yu Bin 9-dan (China) b. Peng (Ch. Taipei).

Quarterfinal pairings (to be played in April)

Kong vs. Yu Chang-hyeok, Cho Hun-hyeon vs. Ma, O Rissei vs. Yu Bin, Wang vs. Zhou.

Japan wins Agon Kiriya play-off

The 2nd Japan-China Agon Kiriya Cup play-off was held in Tokyo on 7 December. Playing black, Cho Sonjin 9-dan defeated Zhou Heyang 8-dan, forcing him to resign after 173 moves. This was Japan's second win in a row in this play-off (the first one was held in Beijing on 12 January 2000: Kobayashi Koichi defeated Ma Xiaochun); it was also Cho Sonjin's first significant victory in international go.

In an unusual associated event, a pro-amateur game was staged between Ma Xiaochun 9-dan and Hiraoka Satoshi, amateur 8-dan, a former WAGC champion, who played black giving no komi. However, he lasted only 146 moves against Ma.

North Korea wins Amateur Pair

DPR Korea has scored its first victory in international go, with its teenaged team of Kwon Mi-hyon and Rim Hyon-chol taking first place in the 11th International Amateur Pair Go Championship, which was held at the Hotel Metropolitan in Ikebukuro, Tokyo, on 18 and 19 November.

The decisive game came in the final round with a clash between the only two undefeated teams, DPR Korea and Korea. As a result of losing this, the latter dropped back into 4th place in this five-round Swiss tournament. Second place was taken by the husband-and-wife team of Hiraoka Satoshi and Yuriko, who lost to Korea in the second round.

Chinese do well in 1st Veterans Tournament

Fujitsu and the Bank of China have combined to sponsor a new tournament for veteran players, with the format being Ja-

pan vs. China. The name of the tournament is an interesting one: the term used for 'veteran' is 'genro', which also means 'elder statesman'. In prewar Japan, the *genro* were retired politicians who exercised considerable influence behind the scenes. The term doesn't seem quite appropriate for some of the players, who are still very active (Rin, for example, shares the lead in the Meijin league).

The opening rounds were held in Guangzhou, China. So far six games have been played and China has taken the honours 4-2. The results:

Round 1 (3 March)

Chen Zude 9-dan defeated Rin Kaiho; Nie Weiping 9-dan d. Hane Yasumasa 9-dan; Wang Runan 8-dan d. Miyamoto Yoshihisa 9-dan.

Round 2 (4 March)

Rin d. Wang; Nie d. Hane; Miyamoto d. Chen.

News from Japan

O Rissei defends Oza title

Cho Chikun tried for the second year in a row to wrest the Oza title from O Rissei's grasp, but his challenge met with the same fate as last year: a 1-3 defeat. The series followed the same pattern: O dropped the first game, but then won three in a row.

O has played in eight title matches and six of them have been with Cho. The first was the Oza in 1995, which he won; he then lost Honinbo and Meijin challenges in 1998, but won the Kisei in 2000 and the last two Oza matches, so he has a 4-2 lead over Cho. One way of looking at it is that playing these matches with Cho helped turn O into a champion.

The victory must have put O into the right frame of mind for the upcoming Kisei title match.

The results:

Game 1 (23 October). Cho (W) by resig.
Game 2 (22 November). O (W) by ½.
Game 3 (30 Nov.). O (B) by 6½.
Game 4 (14 Dec.). O (W) by resig.

Ryu wins Tengen title by record narrow margin

Ryu Shikun 7-dan made a comeback to the ranks of the title holders by defeating Kobayashi Koichi 3-0 in the 26th Tengen title match. Moreover, he did it by the narrowest possible margin, that is, with three half-point wins. In one sense, that may be an efficient way to win a title, but it must also be rather nerve-wracking. Actually, it is the first time that this has ever happened. The only comparable feat is Kato Masao's winning the Judan title from Cho Chikun in 1983: Kato also scored three half-point wins, but he also lost two games in the title match.

Kobayashi had a great year in 1999, winning five titles, but now he is left with only the Judan and that is also under siege. The way he lost the Tengen revived memories of his 1995 loss of the Meijin title, when he dropped both the first and second games by half a point. More than likely, he's won his share of half-pointers as well. Actually, Ryu himself had lost five or so important games by half a point earlier in 2000, so perhaps fate was just redressing the balance for him.



Ryu caught in a characteristic pose during the Tengen title match

This is Ryu's fourth Tengen title and his seventh title overall. To review his career briefly: Ryu first hit the big time by winning the Tengen title in 1994, then defending it for the next two years. At the time, he was just a 6-dan, rather a lowly rank for a title holder. In 1996, he also won the Oza title, so for about a year he was a double title-holder.

Even though he lost both titles in 1997, Ryu had already securely established himself as a top player. The only jarring note was his 'low' rank. He advanced to 7-dan in 1996, but doesn't seem to have taken much interest in the rating tournament since. He has now spent almost five years as a 7-dan, double the time it takes most top players to pass through this rank. Having Tengen once again attached to his name will serve to hide his low rank and he may get promoted before he loses it. (Just for the record, by winning this title, Ryu advanced from 104th place — fifth-last of the 7-dans — in the pecking order of Nihon Ki-in professionals to 5th place.)

The results:

Game 1 (9 Nov.). Ryu (B) by $\frac{1}{2}$.

Game 2 (16 Nov.). Ryu (W) by $\frac{1}{2}$.

Game 3 (30 Nov.). Ryu (B) by $\frac{1}{2}$.

O Rissei defends Kisei title

The 25th Kisei title match was an interesting contest between two different types of players. O Rissei is territory-oriented and likes to develop rapidly; as a master of *shinogi* (rescuing weak groups under attack), he rivals Cho Chikun; one of his biggest weapons is his ability to complicate the game when he is behind. The challenger, Cho Son-jin, has a more solid style: he likes to build thickness to use in attack.

All the games featured extremely complicated middle-game fighting. Both players are known for their tenacity, but, as it turned out, O went Cho one better here and in general had the edge in late-middle game fighting.

After a 2-2 start, the turning point was the fifth game, in which O staged a last-minute upset in a losing position. Cho was unable to make a comeback in the sixth game, in which O wrapped up the match



Another year at the top for O Rissei, who, like Sakata Eio, is coming into his prime in his 40s.

with a convincing win.

O's win earned him the second-biggest prize in world go, ¥42 million. Cho had to be content with second prize of ¥9 million (the Yomiuri has abandoned the traditional Japanese system of having separate prizes and match fees).

The results:

League play-off (2 Nov.). Cho Sonjin (B) defeated Awaji Shuzo by resignation.

The title match

Game 1 (Taipei, 12, 13 Jan.). Cho (B) by 1½.
Game 2 (24, 25 Jan.). O (B) by resig.
Game 3 (31 Jan., 1 Feb.). O (W) by resig.
Game 4 (14, 15 Feb.). Cho (B) by ½.
Game 5 (21, 22 Feb.). O (W) by resig.
Game 6 (7, 8 March). O (B) by 5½.

O Rissei challenging for 39th Judan title

Not content with the Kisei and Oza, O Rissei is trying for his third concurrent title by challenging Kobayashi Koichi for the Judan title.

O became the challenger by defeating Yoda Meijin (W) by 1½ points in the play-

off between the winners of the winners' and losers' sections, which was held on 5 February. The Judan title match started while he was still in the thick of the Kisei title match, so it was perhaps not surprising that he started badly. In any case, O has a habit of losing the first game in title matches. In the second Judan game, played after the Kisei challenger had been disposed of, he came back to tie the score.

Once again Kobayashi was on the painful side of a half-pointer.

Results to date:

Game 1 (3 March). Kobayashi (W) by 2½.

Game 2 (22 March). O by ½.



The new-look Kobayashi Koichi (minus glasses) picks up two titles and hopes his run of luck will hold in the Judan title match (seen here playing in the Kakusei final).

Kobayashi wins IGS Super Fast tournament

This is an unusual tournament. First prize is only 300,000 yen, but playing conditions are attractive: in the comfort of your home on the weekend. The time allowance is one minute plus Canadian Overtime of 25 moves every five minutes, so it qualifies as a genuine lightning tournament, unlike the other *haya-go* (fast go) tournaments. Some

prominent players, including O Rissei, Kobayashi Koichi and Michael Redmond took part, but games were played anonymously under online IDs.

The tournament was won by Kobayashi Koichi, who defeated his disciple Kono Rin 5-dan in the final. The players shouldn't have known whom they were paired against, but Kono happened to mention at one of Kobayashi's training sessions that he had reached the final, so the truth came out.

Kobayashi Koichi wins Kakusei title

The final of the 23rd Kakusei title was held on 22 February. Playing white, Kobayashi Koichi Judan defeated Yoda Norimoto Meijin by half a point and so won this title for the 3rd time. This is Kobayashi's 53rd title (behind Sakata's 64 and Cho Chikun's 61).

56th Honinbo league

The 56th Honinbo league got under way on 5 October 2000 and is scheduled to finish on 5 April 2001. The big news of the league has been the emergence of a new star, Cho U 6-dan. Cho, who turned 21 during the league (on 20 January 2001), has held the lead all the way. In fact, he took the sole lead as early as the 3rd round, when he beat the only other undefeated player, Cho Sonjin. He stumbled in the 6th round, with a loss to Otake, but Cho Sonjin also lost, so he kept the sole lead.

If Cho U wins his last game (played after this magazine goes to the printers), he will win the league outright. If he loses and Cho Sonjin wins, there will be a play-off.

If Cho becomes challenger, he will be the youngest challenger ever for a big-three title. Whatever happens, it seems likely that the Taiwanese-born Cho is going to play a prominent role in Japanese go, following in the footsteps of his teacher Rin Kaiho and his seniors O Rissei and O Meien.

Ishida wins NHK Cup

It was a nostalgic day for older go fans last Sunday when Ishida Yoshio, the top star of the mid-70s, won his first title for 11 years.

In the final of the 48th NHK Cup, Ishida (B) defeated Cho Chikun, 25th Honinbo, by 2½ points, securing his first title triumph since the 37th NHK Cup in 1990. Around the time he won the 1st IBM Cup in 1988, Ishida was fond of saying of saying that the best player at fast go was really the strongest. No doubt, he is now more convinced of this than ever.

Inori wins Women's Honinbo

At the age of 26, Inori Yoko 5-dan has won her first title, defeating Chinen Kaori (also 26) 3-2 in the 19th Women's Honinbo title match. Chinen had held this title for three years in a row, but she had to give way to a new champion.

Results:

Game 1 (11 October). Inori (B) by resig.

Game 2 (18 October). Chinen (B) by resig.

Game 3 (25 Oct.). Inori (B) by 7½.

Game 4 (15 Nov.). Chinen (B) by 4½.

Game 5 (22 Nov.). Inori (B) by resig.

The 55th Honinbo League (as of 31 March 2001) Title-holder: O Meien

Player/Opponent	C.S.	C.C.	Y.K.	O.H.	Y.S.	O.K.	H.N.	C.U.	won/lost
1. Cho Sonjin	---	.	1	1	0	1	1	0	4-2
2. Cho Chikun	.	---	0	1	0	1	1	0	3-3
3. Yamada Kimio	0	1	---	.	1	0	0	0	2-4
4. Otake Hideo	0	0	.	---	1	0	1	1	3-3
5. Yuki Satoshi	1	1	0	0	---	.	0	0	2-4
5. Oya Koichi	0	0	1	1	.	---	0	0	2-4
5. Hane Naoki	0	0	1	0	1	1	---	.	3-3
5. Cho U	1	1	1	0	1	1	.	---	5-1



Kobayashi Izumi joins her father in the ranks of the title-holders.

Kobayashi Izumi wins Women's Meijin

The second game of the 13th Women's Meijin title was held at the Nihon Ki-in on 28 February. After a fierce struggle lasting 303 moves, Kobayashi Izumi 4-dan (W) defeated Aoki Kikuyo 8-dan by 1½ points. Since she also won the first game (by half a point), played on 21 February, she took the title match 2-0. That gave her revenge for her loss by the same margin to Aoki last year and secures her her first Women's Meijin title, to add to her two Women's Kisei titles.

Aoki failed in her attempt to take this title for the third year in a row. The recently promoted 8-dan is now reduced to just one title, the Women's Kakusei. In fact, the women's titles are now spread around, with no multiple title holders.

Meijin league dominated by Taiwanese

The 26th Meijin league was launched on 7 December and is now halfway through the fourth round. The early lead is shared by two Taiwanese players, while a third has a chance of joining them.

The 26th Meijin League (as of 31 March 2001)

Title-holder: Yoda Norimoto

Player/Opponent	C.K.	O.M.	O.R.	H.N.	R.S.	K.M.	R.K.	C.S.	K.H.	won/lost
1. Cho Chikun	---	.	.	.	1	.	0	.	0	1-2
2. O Meien	.	---	.	1	1	.	0	.	1	3-1
3. O Rissei	.	.	---	.	.	0	1	1	.	2-1
4. Hane Naoki	.	0	.	---	0	.	0	.	1	1-3
5. Ryu Shikun	0	0	.	1	---	.	.	0	.	1-3
6. Kato Masao	.	.	1	.	.	---	.	1	0	2-1
7. Rin Kaiho	1	1	0	1	.	.	---	.	.	3-1
7. Cho Sonjin	.	.	0	.	1	0	.	---	.	1-2
7. Komatsu Hideki	1	0	.	0	..	1	.	.	---	2-2



Chinen Kaori reviews the deciding game with the challenger, Kato Keiko.

Joint leaders are Rin Kaiho 9-dan, who made a welcome return to the league after a two-year absence, and O Meien Honinbo, both on 3-1. Following hard on their heels is O Rissei Kisei, who is on 2-1. Ex-Meijin Cho Chikun has made a bad start, but he's by no means out of the running.

Kato wins Women's Strongest Player

To give it its full name, this is the 2nd Tokyo Precision Instruments Cup: The Women's Strongest Player Title. In the final, held on 5 December, Kato Tomoko 4-dan (W) defeated Aoki Kikuyo 8-dan by 1½ points to win her first title for five years and her third title overall.

Chinen defends Women's Kisei title

Chinen Kaori has defended the DoCoMo Cup Women's Kisei title, rebuffing the challenger, Kato Keiko 3-dan, 2-1. This is a new title, now in its fourth year, sponsored by the Japanese telecommunications corporation NTT (DoCoMo is the brand name of its mobile telephone service). It is the only *haya-go* (fast go) tournament based on the challenger system (its playing conditions are the same as the NHK Cup: 30 seconds

per move + 10 minutes thinking time to be used at will in one-minute units). The first two terms were won by Kobayashi Izumi, the third by Chinen.

The games in the best-of-three title match were played on 19 and 26 January and 2 February. Chinen won the first game, dropped the second, then won the third by 2½ points.

This is Chinen's fifth title, which puts her in 7th place among women players.

Kido Prizes

The Nihon Ki-in has just announced the 34th Kido prizes for the top players of 2000 (although the magazine *Kido* has ceased publication, the prizes are being continued). This time the prizes pick themselves. The most outstanding player was, of course, O Rissei, who won the Kisei title. Three players were awarded Outstanding Player prizes: Yoda Norimoto for winning the Meijin title, O Meien for winning the Honinbo title, and Yamashita Keigo for winning the Gosei title. The New Star prize went to Cho U, another choice about which there's little room for argument. The Women's Prize went to Inori Yoko, who won the

Women's Honinbo title. The International Prize went to O Rissei, who won the 2nd Chunlan Cup.

The statistics-related prizes were awarded as follows.

Most wins: Yamashita Keigo 59-18

Best winning percentage: Cho U 81.1% (53-12-1 jigo)

Most successive wins: Takao Shinji 20

Most games: Yamashita 77 (a new record)

Yamashita wins 38th Shusai Prize

The Shusai Prize has been awarded to the 21-year-old Yamashita Keigo in recognition of his achievement in bringing a breath of fresh air into the Japanese go world by winning last year's Gosei title. This prize is awarded to the outstanding player of the previous year, which usually means the winner of one or more of the top three titles. However, there is no rule that it has to go to the top title winner and there are precedents for its being awarded to a young player who has livened up the go scene. For example, the 5th Shusai Prize went to Kato Masao for winning a place in the Honinbo league as a 20-year-old 4-dan (a record that still stands) and the 8th Prize went to Ishida Yoshio for winning the Nihon Ki-in Championship at the age of 22. However, in all other cases except one (the 10th Prize went to Sakata Eio for winning the Judan title), it has gone to the winner of a big-three title (in particular, for the last 13 years in a row it has gone to the winner of the Kisei title).

That shows what a significant achievement it is for Yamashita to win this prize. His adventurous play, experimenting with the tengen and 5-5 points, surely weighed with the selection committee. Both Ishida and Kato went on to win the Meijin and Honinbo titles; go fans will be expecting no less from Yamashita. Japanese fans would not mind if he picked up an international title or two, as well.

Incidentally, Yamashita has scored another triumph recently. Usually when a new player wins one of the top-three titles, the go-publishing industry rushes into print with a book devoted to the player's games.

Well, a book about Yamashita appeared recently, which is unusual for the winner of a lesser title; in recent memory, Ryu Shikun is the only other player to have been so honoured. Ironically, the theme of the book is not the 5-5 point, which he played in the Gosei tournament (because of a pun on '5' or 'go' and 'Gosei'), but the tengen or centre point. Yamashita played the centre point a number of times successfully in last year's Tengen tournament, but unfortunately he was eliminated one round before the quarterfinals.

The main part of the book analyses tengen strategy and surveys famous games from the past featuring the first move on the the tengen, while the last part gives Yamashita's commentary on his own tengen games.

Yoda and Kusunoki win professional Pair Go

The final of the 7th Ricoh Cup Pro Pair Go Championship was held in Taipei on 14 January. For Taipei, this was the second major Japanese go event in a row, following the first Kisei game. The large crowd that gathered to watch a public commentary by O Meien 9-dan and Yo Kagen 9-dan (both Taiwanese players) in Chinese testified not only to the great interest in the first professional pair go match held locally but also to a remarkable go boom that Taiwan has been enjoying recently. One factor in this boom has undoubtedly been the recent success of Taiwanese players in Japan, with O Rissei and O Meien winning the Kisei and Honinbo titles respectively last year, but another factor is the reputation go enjoys for helping the intellectual development of children. Parents of elementary-school children are eagerly enrolling them in go classes, so the future prospects of local go look bright.

In the game, the Kusunoki Teruko 7-dan/Yoda Meijin pair (W) defeated Osawa Narumi 2-dan/Rin Kaiho 9-dan by 5½ points after 251 moves.

Cho Chikun wins 20th NEC Cup, Mizokami wins Young Stars

Cho Chikun, 25th Honinbo, had his first tournament success for one year when he

defeated Kato Masao in the final of the 20th NEC Cup. The final was held on 11 March; playing white, Cho forced Kato to resign after 190 moves. Cho has now won this title two years in a row and four times overall (which is the record). Incidentally, this was the 107th game between Kato and Cho; the latter has won 68 to the former's 39. It's very unusual for results between two top players to be as unbalanced as this. Cho seems to be Kato's nemesis in the same way that Sakata was Takagawa's.

The 16th NEC Young Stars, a parallel tournament, was won by Mizokami Tomochika 7-dan. He beat Kim Shujun 6-dan in the final; holding white, he forced him to resign after 206 moves. This is Mizokami's first title. He prevented Cho Chikun and his disciple Kim from pulling off a double victory on the same day.

Top ten go stories of the 20th century

At the end of 2000, as the 20th century drew to a close, *Go Weekly* conducted a poll of its readers concerning the top go stories of the century. The results showed that Japanese go fans have a considerable awareness of go history.

1. Union of the go world: founding of the Nihon Ki-in [in 1924]
2. Cho Chikun winning the Honinbo title ten years in a row and gaining his second Triple Crown
3. The success of newspaper and TV tournaments
4. The birth of New Fuseki [invented by Go Seigen and Kitani Minoru in the 30s]
5. Go Seigen's coming to Japan
6. The Chinese whirlwind and the development of international tournaments [the 80s and 90s]
7. The sudden rise of Korea [the 90s]
8. The success of Rin Kaiho and the Kitani school
9. The spread of computer go
10. Sakata Eio's title domination [the 60s]

Just missing out on the top ten was the founding of the World Amateur Go Championship and the spread of go around the world.

Corrections

There are two corrections to news items in our previous issue. The more serious is that we carelessly killed off a player who's still alive and kicking. The Kansai Ki-in player who died in September 2000 is Koyama Yasuo (not Shizuo). The other is that the 33-move game we called the second-shortest ever is really only the equal fifth-shortest. Full details of these games will be given in the upcoming second edition of *The Go Player's Almanac*.

Kobayashi Satoru 9-dan suspended for one year

Kobayashi Satoru has been banned from all official go activities at the Nihon Ki-in, including all tournaments, for one year, the suspension lasting from 31 December 2000 to 30 December 2001.

This suspension is punishment for an incident that took place in Taizhou City, China, late at night on the 26th December. Kobayashi and the other Japanese representatives in the Chunlan Cup were drinking together and Kobayashi caused Ryu Shikun Tengen an injury.

Kobayashi deeply regretted the incident and on returning to Japan he submitted his resignation to a meeting of the Board of Directors of the Nihon Ki-in held on 31 December. However, the board dissuaded him from taking this step and urged him to make a fresh start as a go player after his one-year suspension is up.

The above summarizes the official press release by the Nihon Ki-in Board of Directors, which most Japanese go fans must have found quite mystifying, especially as the non-go press in Japan did not (to our knowledge) pick up on the incident.

What actually happened was that Kobayashi went to punch Ryu but forgot that he was holding a brandy glass. As a result, he cut open Ryu's cheek and gashed his own hand. It may sound as if the two were fighting, but that's not quite the picture. Kobayashi had been disagreeing verbally with Ryu and had said, 'I feel like punching you.' Ryu had told him to go ahead. He hadn't meant to hit Ryu hard and if he hadn't been holding a glass in his hand, there would probably have been no public incident. (The above account is based on the testimony of

the only sober eye witness.)

Normally an incident like this (among two people who are still friends) would have been resolved between the parties concerned, but because they were in China as Nihon Ki-in representatives and because bad publicity resulted (in the form of exaggerated and inaccurate articles in the local Chinese newspapers), the Nihon Ki-in decided it had to take action.

A year's suspension is quite a severe penalty. Last year Kobayashi made just under 15 million yen in prize money, but of course he would have had a lot of extra income from go-related activities. Secondly, he was doing quite well in a number of tournaments, but forfeited the next round in each (including one game forfeited to Ryu). But that's not all. He will also lose his seeded place in many of the restricted tournaments, because players are seeded based on their prize-money earnings — and his will be zero for this year. It will take him more than a year to recover his former standing even if his playing form doesn't suffer from the blank. Japan will also miss him in the international tournaments, where he has enjoyed quite good results. One can only hope that this incident doesn't ruin his career.

News from Korea

Older Yi wins title

In our previous issue, we reported that the 4th New Stars Best Ten title match, the first-ever title match between brothers, was tied at 1-1.

The third game was held on 1 November, and the older brother, Yi Sang-hun 3-dan (born on 22 March 1975), defeated the younger, Yi Se-tol 3-dan (born on 2 March 1983).

Yi Se-tol wins first titles

The younger Yi was not to be denied much longer, however: by the end of the year he was a double title-holder. First, he defeated Yu Chae-hyeong 4-dan 3-0 in the final of the 5th Bacchus Cup: Chunweon title (the Korean version of the Tengen title), winning the deciding game on 6 December.

Then, just two weeks later, he followed that up by defeating a more formidable opponent, Yu Ch'ang-hyeok 9-dan, 3-2 to win the 8th Paedal Wang (Korean Go King) title. The final game was played on 20 December.

A number of Korean players have been dubbed 'the 2nd (or 3rd or 4th) Yi Ch'ang-ho', but Yi Se-tol seems to be the real thing.

2nd Maxim Cup

This is a TV tournament, but the final is a best-of-three. This year it was won by Yu Ch'ang-hyeok 9-dan, who defeated Yang Chae-ho 9-dan 2-1. Yu won the final game, played on 19 February, by half a point (komi 6½).

Yi wins 12th Kiseong

This is the Korean version of the Kisei title, but it is only the number four title in Korea. Yi Ch'ang-ho defeated Yu Ch'ang-hyeok 3-1, with the deciding game being played on 21 February.

Rui wins 2nd Women's Myeongin

In the final of this title, Rui Naiwei was matched against the 17-year-old prodigy Pak Chi-eun 3-dan. She made Rui earn her prize money by taking the second game, but Rui clinched the match in the third (26 February).

Yi Ch'ang-ho wins P'aewang

The P'aewang title is the second-oldest, after the Kuksu, and in the last two decades or so it has been virtually monopolized by Cho Hun-hyen. He held it for 16 years in a row from 1978 to 1993, then, after briefly surrendering it to Yi Ch'ang-ho, won it for another four terms in a row from 1996 to 2000 (the tournament missed a year in 1999 because of the financial crisis).

However, Yi has once again shown that he doesn't recognize any claims to exclusive possession. This year he challenged again and regained the title with a 3-1 victory over Cho. The deciding game was played at the Hanguk Kiweon on 9 March.

This was Yi's 98th title, so he is closing in on his century. Cho Hun-hyeon is still a long way in front: his total is 152.

Seo wins 1st Ch'eongpung Cup

This is a TV tournament for veteran players — defined as 45 or older. There seems to be a fashion for such tournaments at the moment (see the International section above and the Chinese section below). Seo Pong-su, who turned 48 on 1 February, defeated Hong T'ae-seon (46) 2-1 in the final, with the deciding game being played on 27 March.

44th Kuksu: Cho on verge of taking revenge on Rui

As we go to press, Cho Hun-hyeon has taken a 2-0 lead over Rui Naiwei in the 44th Kuksu title match, so he is close to taking revenge for Rui's history-making victory over him — the first-ever win in an open professional title by a woman — last year. (Apparently the match has changed from a best-of-three to a best-of-five.)

The results:

Game 1 (20 Feb.). Cho (W) by resig.

Game 2 (6 March). Cho (B) won.

News from China

Ma Xiaochun defends 13th Mingren title

Ma Xiaochun had been in a bit of a slump earlier in 2000, but he came through in the 13th Mingren title match, defeating the challenger, Shao Weigang 9-dan, 3-2. In the final game, Ma scraped through by just half a point (in Japanese-style counting). He has now held this title for 12 years in a row.

Full scores in the title match:

Game 1 (27 Oct.). Ma (B) won by 1½.

Game 2 (29 Oct.). Shao (B) by resig.

Game 3 (7 Nov.). Ma (B) by resig.

Game 4 (20 Nov.) Shao (B) by 3½.

Game 5 (21 Nov.). Ma (W) by ½.

Yu Bin wins 7th Qiwang

Yu Bin 9-dan beat the title-holder Ma Xiaochun 2-1 to win this title for the first time. The deciding game was played on 27 November. The title means 'king of go'.

1st Nanfang Cup

This is a tournament for veteran players,

defined as those over 40. This is five years younger than in the equivalent Korean tournament, but playing conditions are much tougher in China, because of the long distances players have to travel (often by train) to compete in tournaments.

The first cup was won by a player who's certainly been prominent for a long time, Liu Xiaoguang 9-dan. In the final, he defeated Wu Songsheng 9-dan 2-0, with the games being played on 16 and 18 December.

Wu is another player who has been around a long time. At one time he emigrated to Australia, which he represented in the 1st and 2nd Ing Cups. For most of the 90s, he was a guest member of the Korean Go Association, but now he seems to have moved back to China.

Zhang wins 1st Women's Mingren

The Women's Mingren tournament was discontinued a decade ago, but has been revived as the Women's Mingren: The Langchao Cup. In the final, held on 5 January, Zhang Xuan 8-dan, the wife of Chang Hao 9-dan, defeated Yang Hui 8-dan, who is married to Cao Dayuan 9-dan.

Chang wins 4th Lebaishi Cup

Chang Hao has monopolized this title with a straight 12 wins. Last year his unsuccessful challenger was Ma; this year it was the 19-year old Hu Yaoyu who was on the receiving end. Hu is one of the rising stars of Chinese go, but he hasn't risen far enough yet to threaten Chang.

Chang Hao defends Tianyuan title

Chang Hao has been meeting with some setbacks in his career recently, especially in international tournaments, but he demonstrated that he's still one of the top players in China by winning the Tianyuan title for the fifth year in a row.

This year the challenger was Ding Wei 7-dan (born in 1979), a player who has been hovering on the verge of joining the top group since he won the All-China Individual Championship in 1997. However, he was outmatched by Chang and lost three games straight in the title match. The deciding game was played on 7 March.

The 25th Meijin Title Match

Cho Chikun vs. Yoda Norimoto

After being at the top of the Japanese go world for the last five years, setting new records and hogging the three richest titles, Cho Chikun's reign came to an end with an ignominious 4-0 defeat at the hands of Yoda Norimoto in the Meijin title match. One after another, Cho's three titles slipped from his grasp. In 1999 he lost the first of his three titles, the Honinbo, to Cho Sonjin, a player few people expected to cause Cho problems. Next, he lost the Kisei title to O Rissei in early 2000, leaving him with only the Meijin title. When Yoda Norimoto emerged as the challenger, it was expected that it would be a repeat performance of last year's match, but this time Yoda played solidly and Cho went down in defeat, leaving him without an open title. (Cho did win the NEC Cup last year and won it again this year, but this is a lightning tournament limited only to the top prize winners in Japan.)

It seems as if an era has now passed. Cho along with Kobayashi Koichi were the super stars of Japanese go from the early 1980s to 2000. But Kobayashi's star also seems to be waning. He lost the Gosei and Tengen titles in late 2000, leaving him with only the Judan title, and this spring he will face a dangerous challenger, O Rissei, for that title.

However, Cho cannot be counted out and he could still make a comeback. He is only 44 and players like Sakata Eio and Fujisawa Shuko were winning titles in their sixties. Perhaps the pressure of being at the top for so long has taken its toll on Cho and he is in need of a rest.

To his credit Yoda played well throughout the match and he is the first player to have ever won four straight games in a best-of-seven title match against Cho.



Yoda and Cho contemplate the final game of the Meijin title match. Cho seems to be resigned to his unfamiliar role as a non-title holder.

Game One

White: Cho Chikun Meijin

Black: Yoda Norimoto 9-dan

Played on September 6 & 7, 2000

Commentary by Takemiya Masaki 9-dan

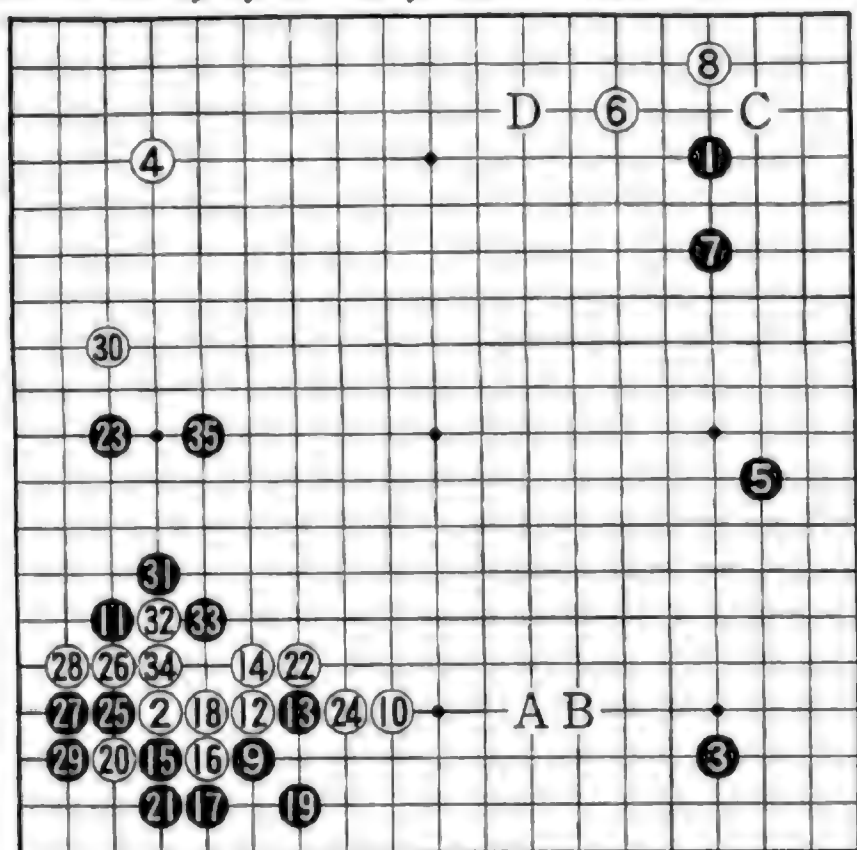
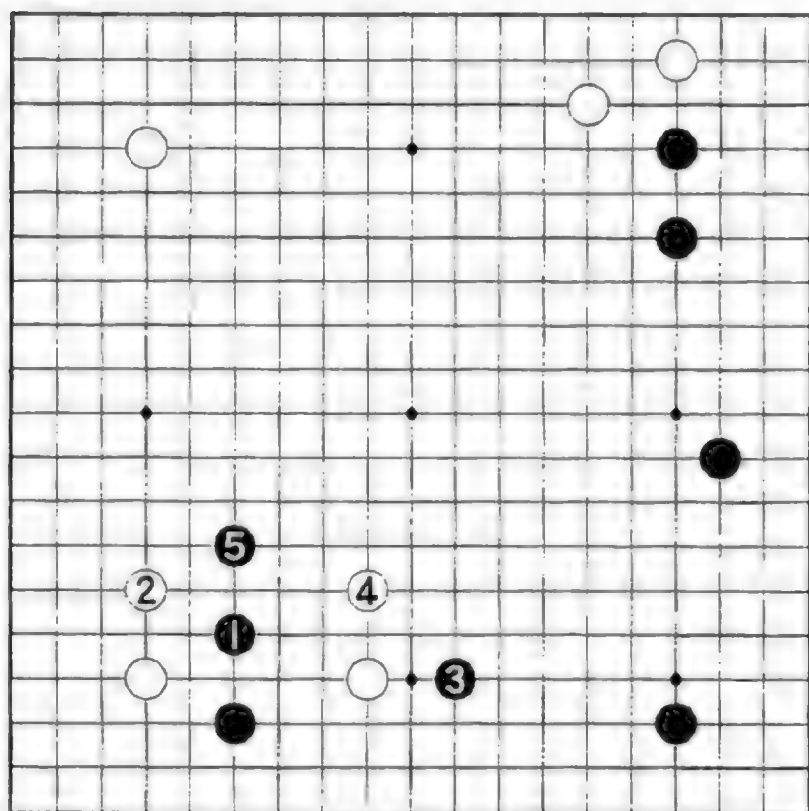


Figure 1 (1-35)

Figure 1 (1-35). Black's favorite opening

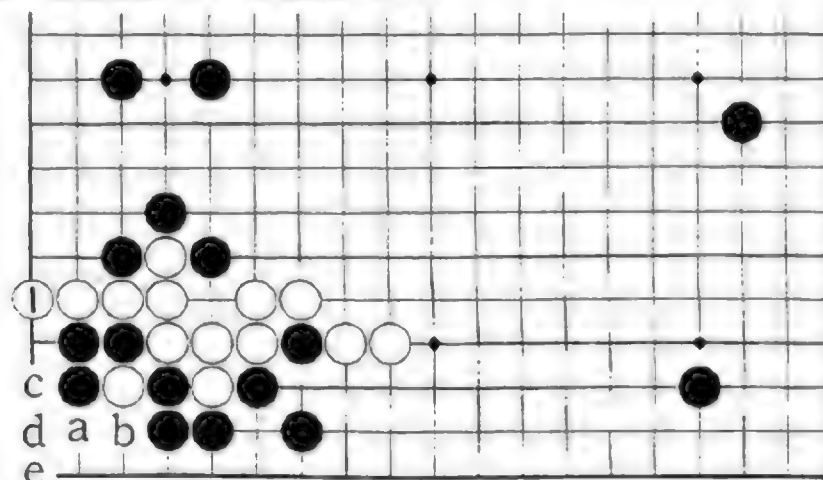
Drawing black, Yoda chose the Chinese-style of Black 1 to 5, hoping to make a good start with an opening he is experienced in using. Cho's White 6 was unusual. White A and B have been more popular recently. Black ignored White 8, waiting to decide later between Black C and D.



Dia. 1

I wouldn't have chosen the joseki that was played from 11 to 22. With all that influence on the right side, I'd prefer Black 1 and 3 in Dia. 1. Then

Black can lead the way into the center with 5. In the game, he had to play 25 to 29 on the inside, and even after Black 31 to 35, his position remained weak because of White 1 in Dia. 2. If Black ignores 1, he loses his eye shape: White 'a'–Black 'b'–White 'c', or White 'a'–Black 'd'–White 'c'–Black 'b'–White 'e'.



Dia. 2

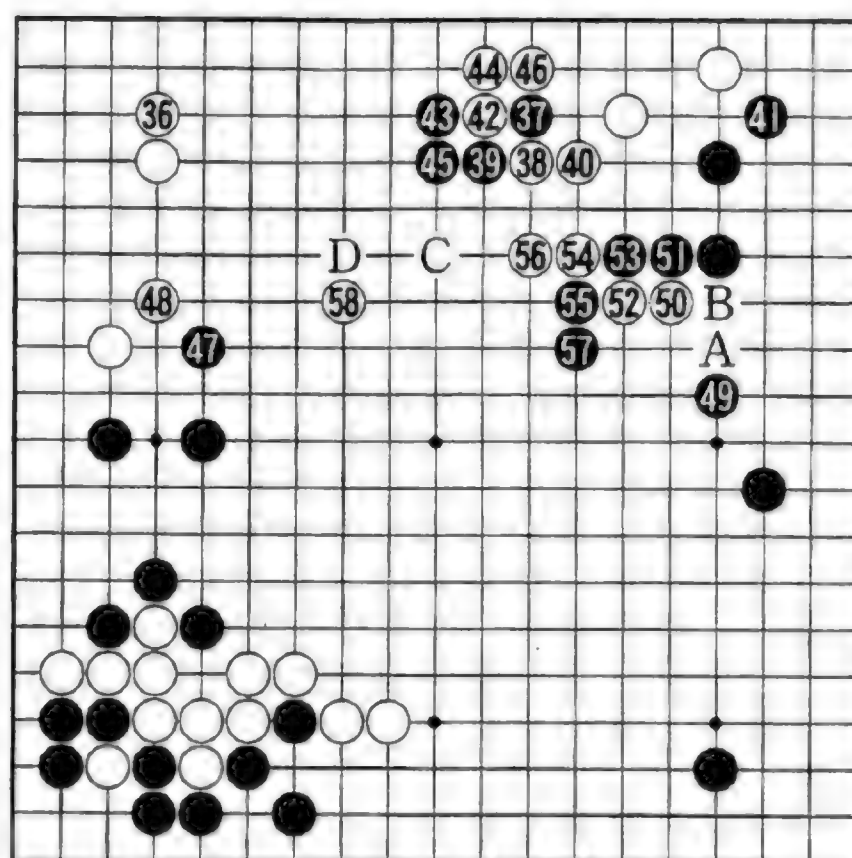
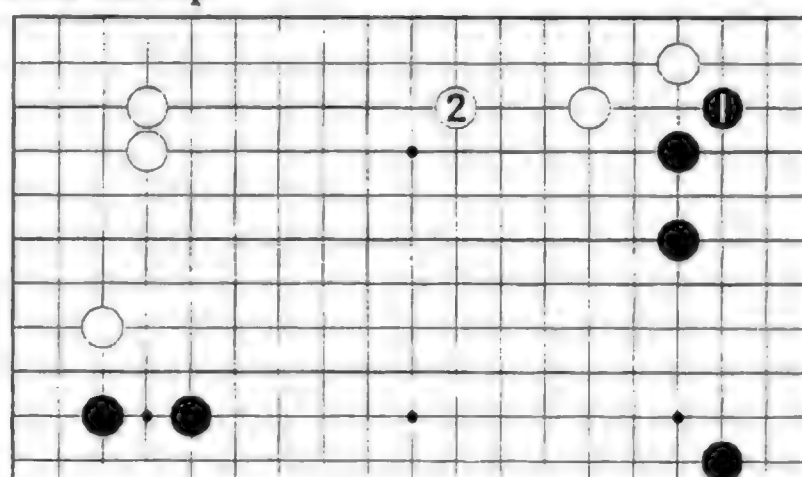


Figure 2 (36-58)

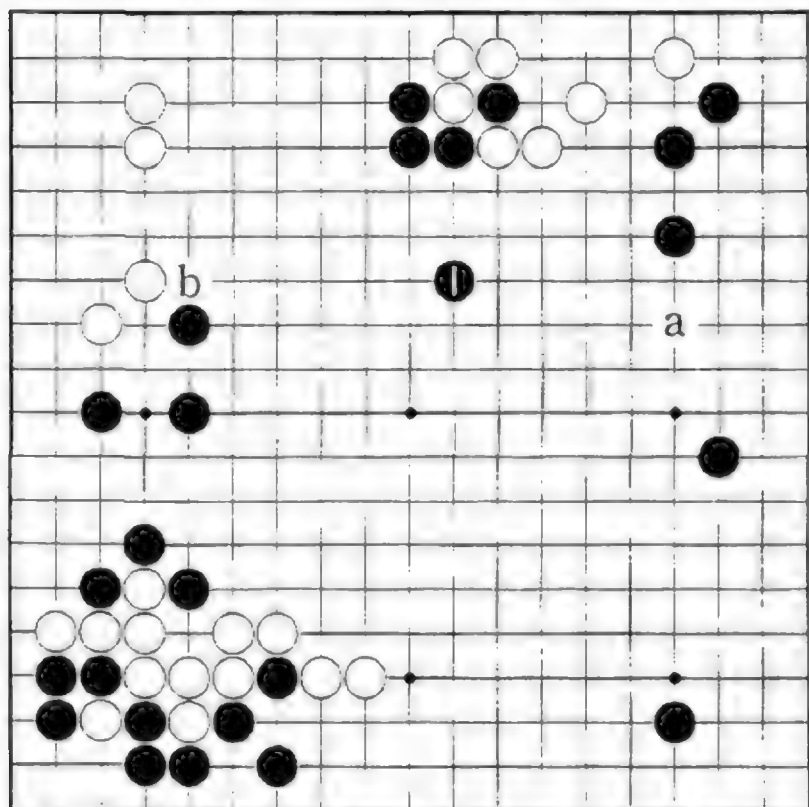
Figure 2 (36-58). Illusory profit

White could have continued at 47, but White 36 is typical of Cho. This move helped Black decide to play 37 in the top right. If Black plays 1 in Dia. 3, White 2 makes a well-balanced position across the top.



Dia. 3

After the natural sequence from White 38 to 46, Yoda played Black 47, then defended the right side with 49 to keep White from invading at A. He should have defended his three weak stones at the top with 1 in *Dia. 4*. Then he wouldn't need to fear White 'a', and he might get to strengthen his weak left-side group by linking it to the center with 'b'.



Dia. 4

White 50 zeroed in on Black's misplaced defense. Black resisted with 51 to 57, and seemed to get a substantial profit on the right, but the profit was largely illusory because he had already played 49 there, and his three stones at the top were becoming even weaker. Black should have played 51 patiently at B. White 58 followed the theory of 'capturing big.' White C would have been dull, letting Black sacrifice the group with D.

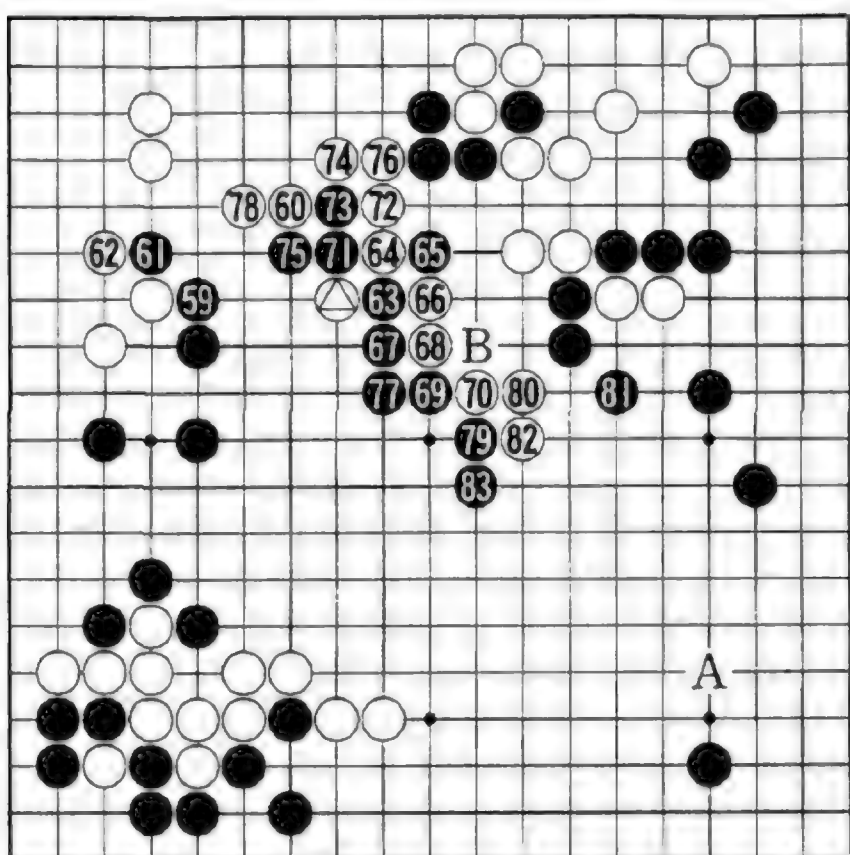
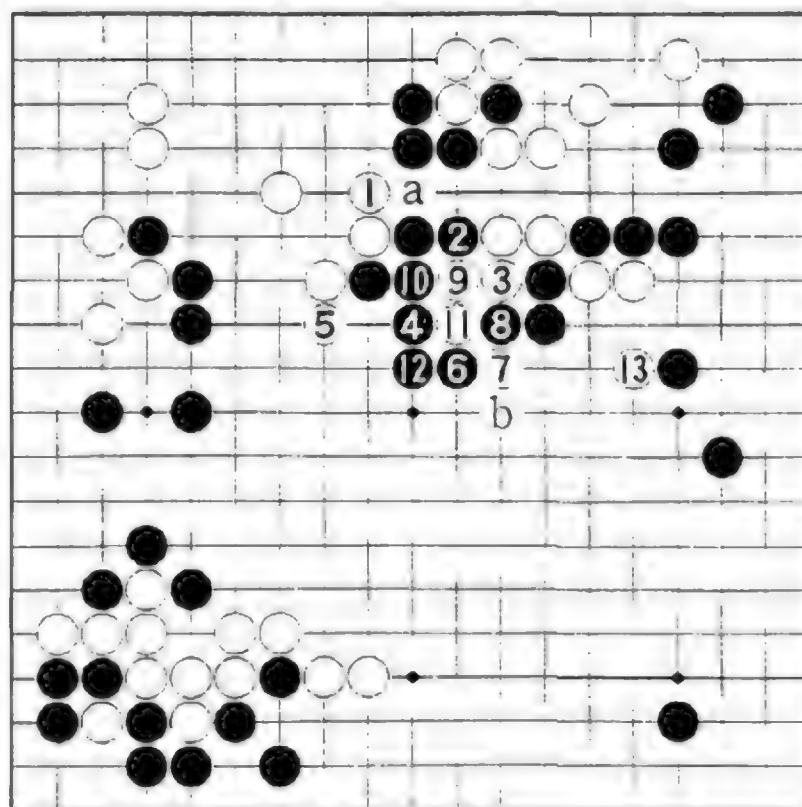


Figure 3 (59-83)

Figure 3 (59-83). *Successful sacrifice*

After White 60, it was too late for Black to make a simple escape from the upper side, but if he ignored that area and closed the bottom right corner with A, White B would capture a lot of territory. What Black needed was a good way to sacrifice the stones at the top, and Black 63 was exactly the right place to start. Counter-bending at Black 65 was another sacrifice tactic. White's next move was questionable.



Dia. 5

One way to deal with an opponent who is trying to hand you a sacrifice is not to take it. White 1 in *Dia. 5* looks interesting here. Black has to rescue his stones with 2, else White makes a no-problems capture with 'a', but after White 3 and 5, Black is in for long-term trouble. If he tries to link up with 6, White cuts him apart with 7 to 11. Black 12 is answered by White 13 or White 'b'. Black's top group still has no eye shape, and his position on the right is starting to come unstitched.

White 66 and 68 let Black bend with 69 at the head of two stones. His sacrifice tactics were succeeding. By the end of this figure White had taken about 60 points of sure territory, but he had the cut at B to worry about. Black had captured the marked stone and settled his group on the left, so the white power below was no longer functioning. The game was even again.

Figure 4 (84-110). *White regains the lead.*

Just when Black had battled back to an even position, he made two mistakes. The first was Black 85. Yoda likes to take the corners, but he missed a chance to play 1 in *Dia. 6*. After White 2

to 6, connecting at Black 7 is attractive. White has to defend at 8, so Black can go into action at 9. White originally traded territory for power in the bottom left, but in *Dia. 6* his power is gone.

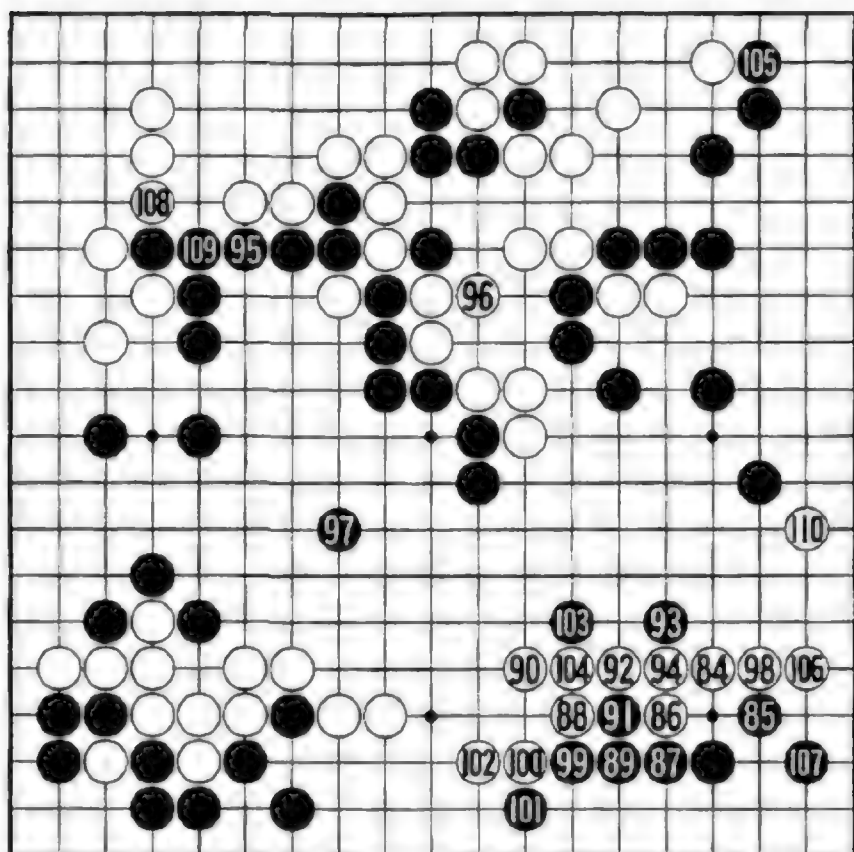
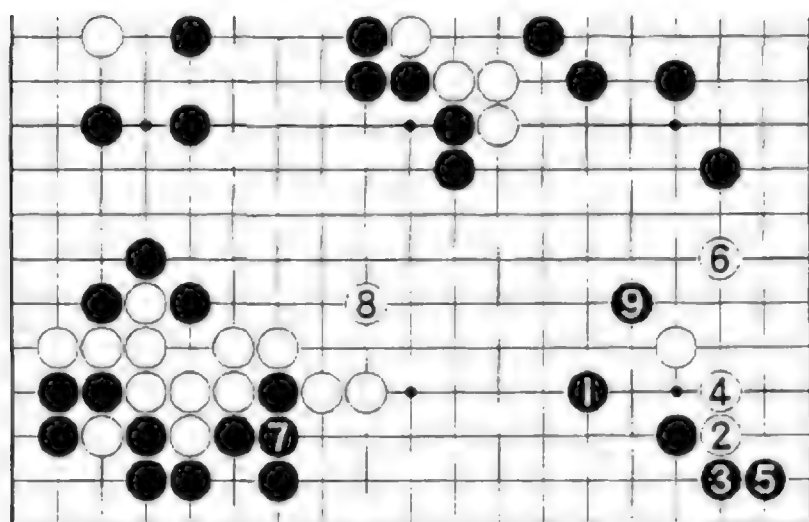
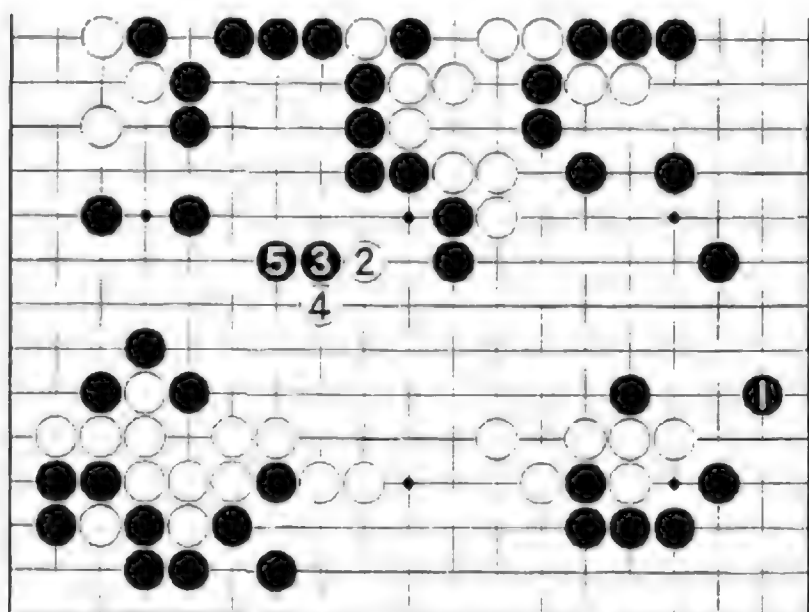


Figure 4 (84-110)



Dia. 6

Cho didn't miss this opportunity to reinforce his position with White 86 to 90. Black was now a little behind, and he fell further back by playing 97 instead of Black 1 in *Dia. 7*. Black may have disliked White 2, but if he answers patiently with 3 and 5, there's no real damage.



Dia. 7

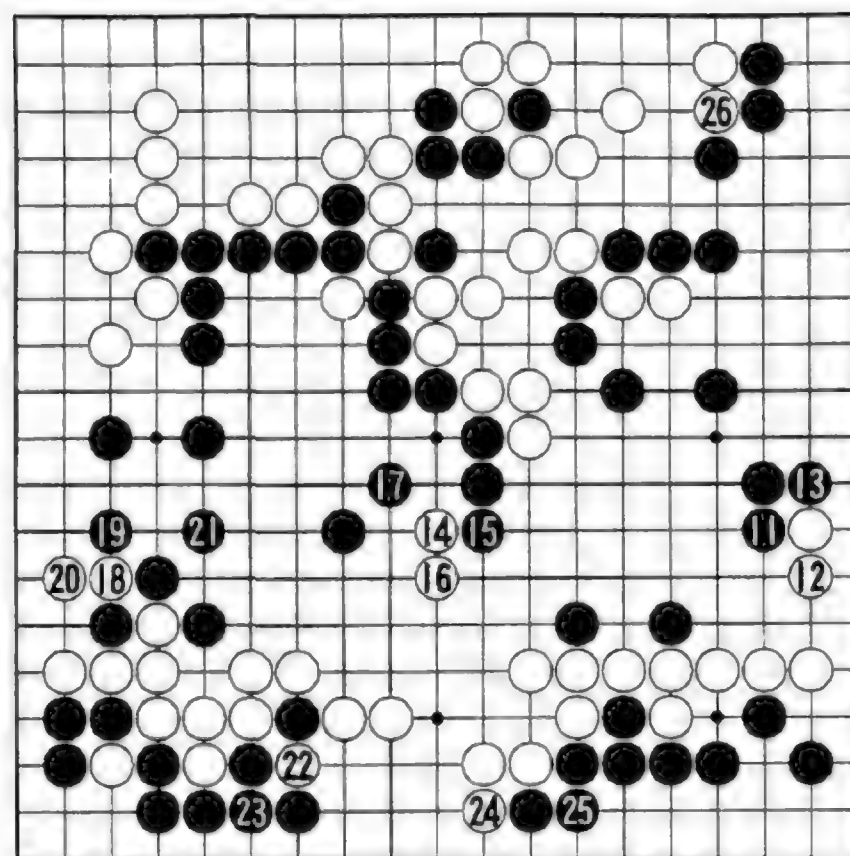
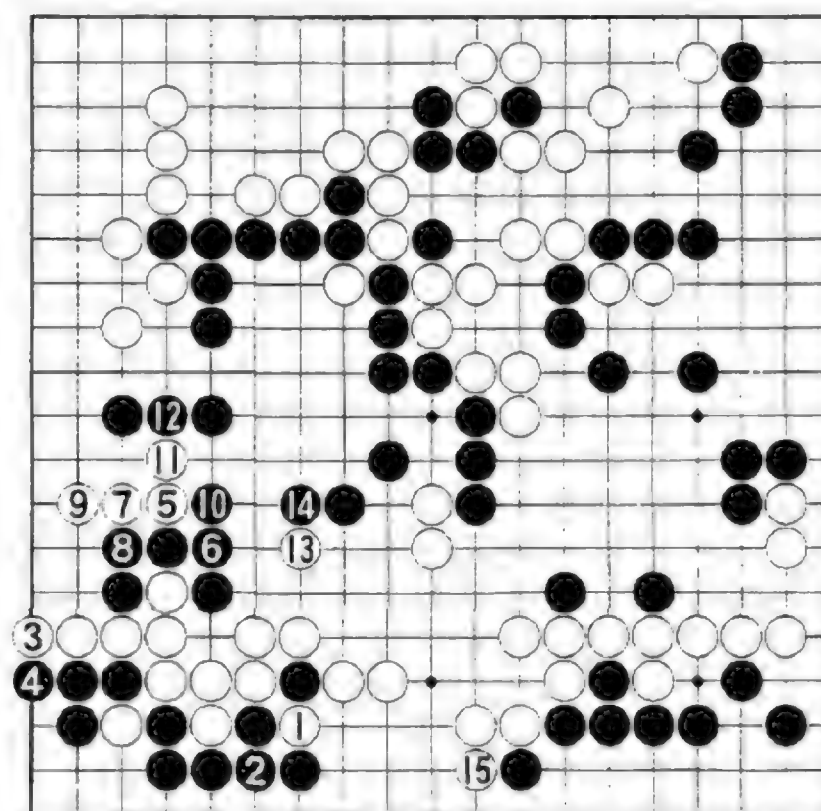


Figure 5 (111-126)

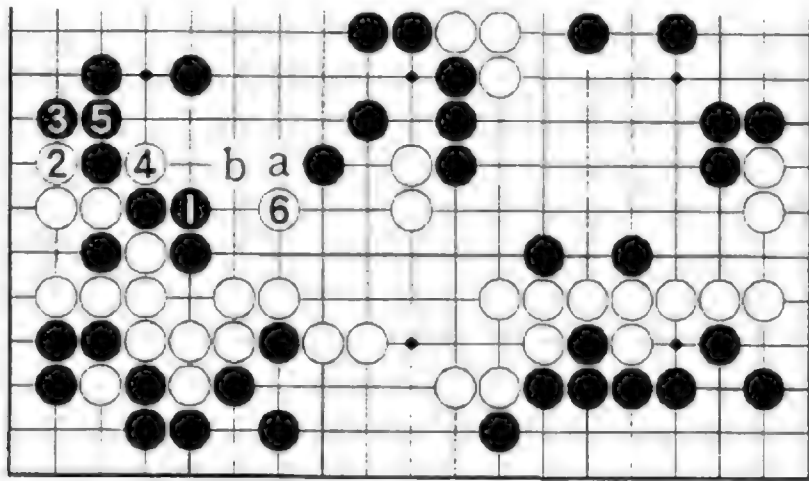
Figure 5 (111-126). White's first slip

Although White 18 looked like a steady move, it let Black strengthen his position with 21. *Dia. 8* seems to be the best way for White to play. Black has to answer White 3 at 4, so White can strike at 5, link up with 7 and 9, then play 11 and 13 in sente. Compare the territory Black gets with what he got in the game. If Black plays 6 at 8, followed by White 10-Black 6-White 7, he can't capture the white stones and loses even more territory.



Dia. 8

Cho said he had overlooked Black 21. He had been expecting Black 1 in *Dia. 9*. White 4 and 6 in that diagram work beautifully, because if Black blocks at 'a' White can bend in at 'b'. Cho berated himself later for this bit of wishful thinking, but he was still leading at this point.



Dia. 9

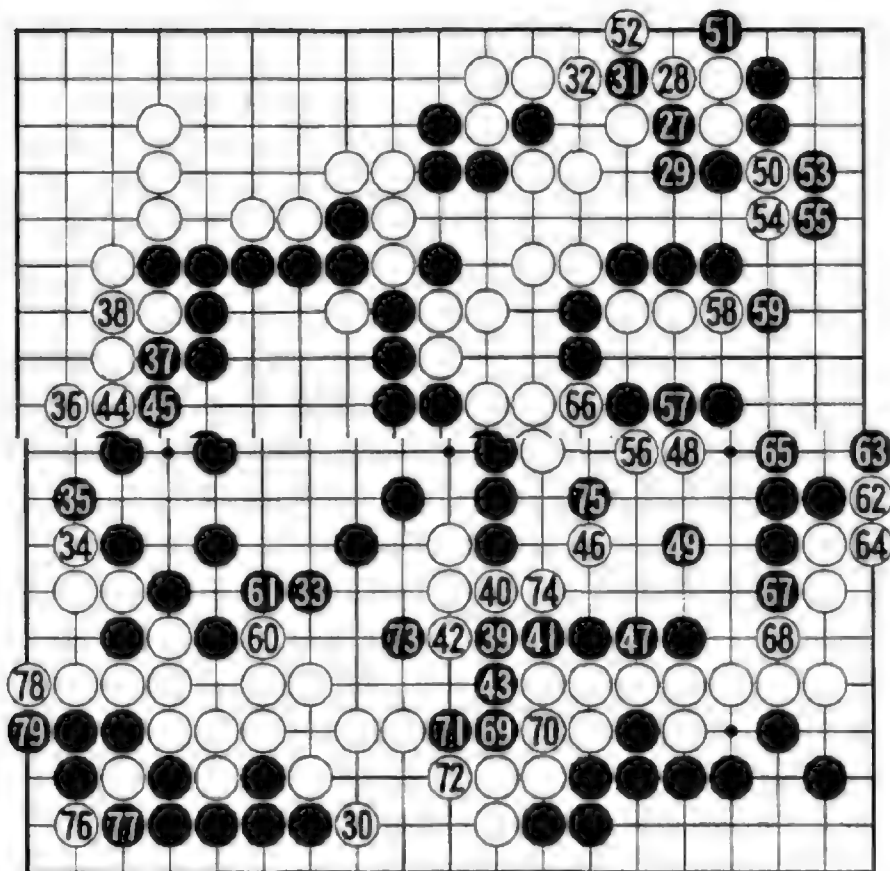
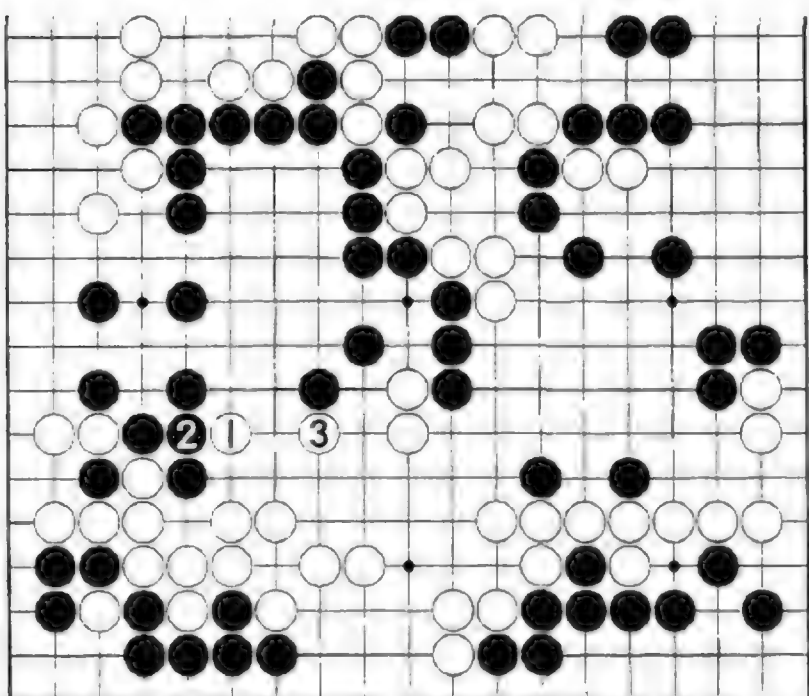


Figure 6 (127-179)

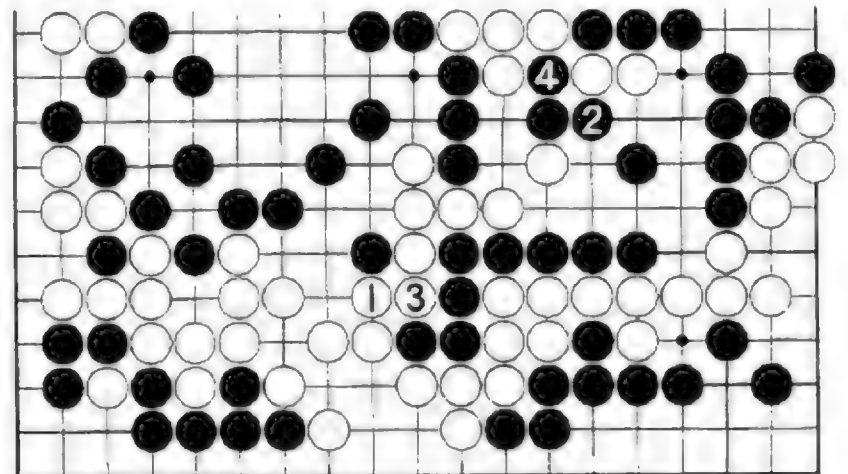
Figure 6 (127-179). A bad start for Cho

The losing move was White 30. White had a chance here to play 1 and 3 in *Dia. 10*, enlarging his territory in the center while reducing Black's. Playing that way, White can probably win by a point and a half. White 30 only enlarged White's territory, and Black 33 was bigger than it looked, because of the continuation at 39.



Dia. 10

When White played 40, he may have overlooked the cutting threat at 73. If White plays 76 at 1 in *Dia. 11*, Black 2 and 4 give Black a lead of at least ten points on the board. I think the correct sequence, instead of White 40, was White 42-Black 43-White 47, after which Black 73 poses no danger, but Black still seems to have the game won.



Dia. 11

White resigns after Black 179.

From *Go Warudo*, November, 2000. Translated by James Davies.

Game Two

White: Yoda Norimoto 9-dan

Black: Cho Chikun Meijin

Played on September 20 & 21, 2000

Commentary by Kobayashi Koichi 9-dan

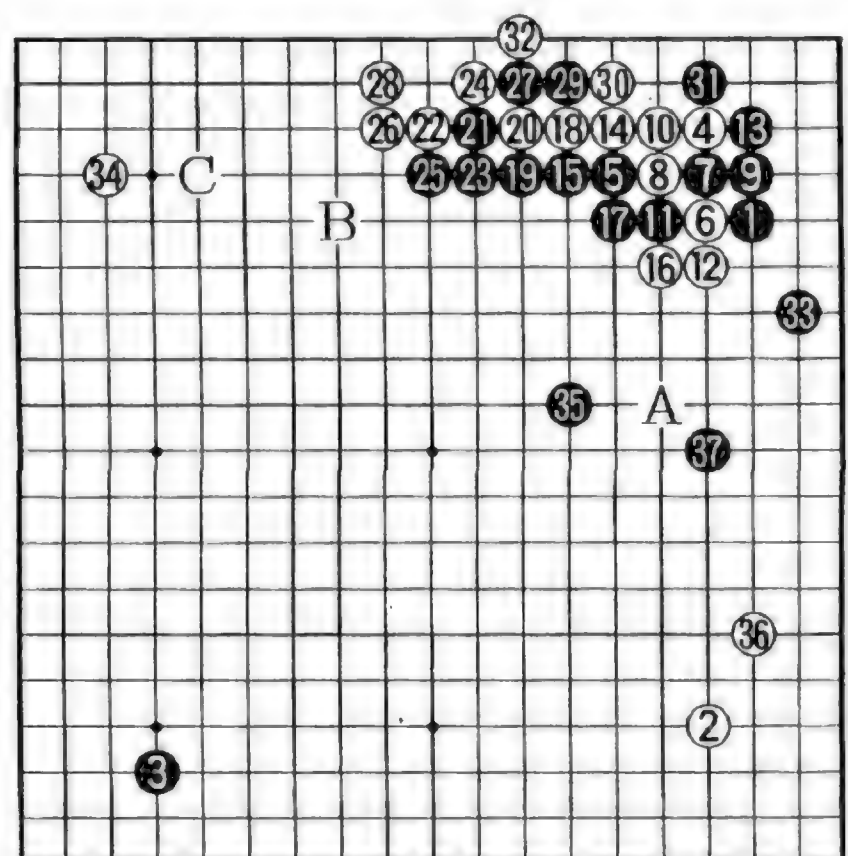
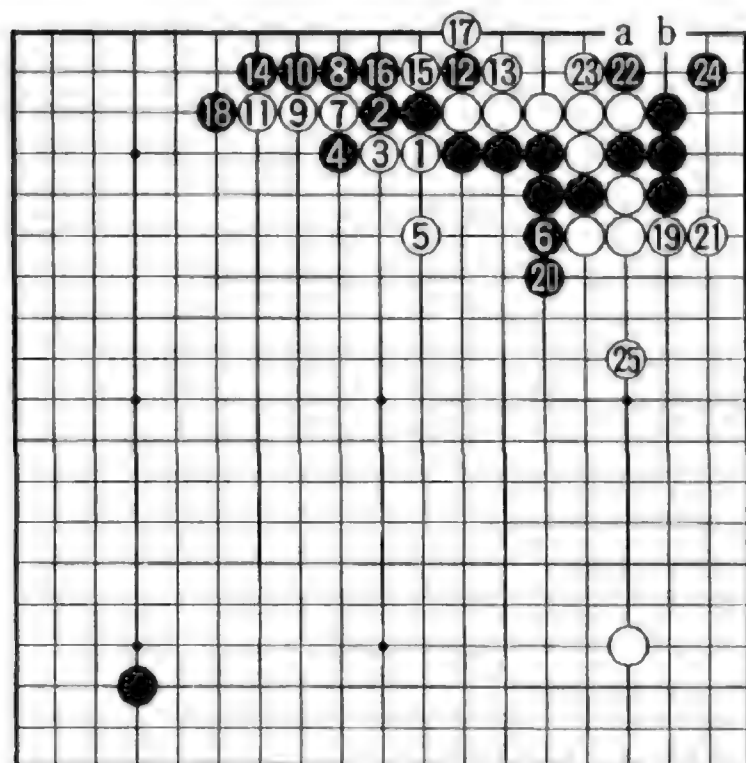


Figure 1 (1-37)

Figure 1 (1-37). Unable to back down

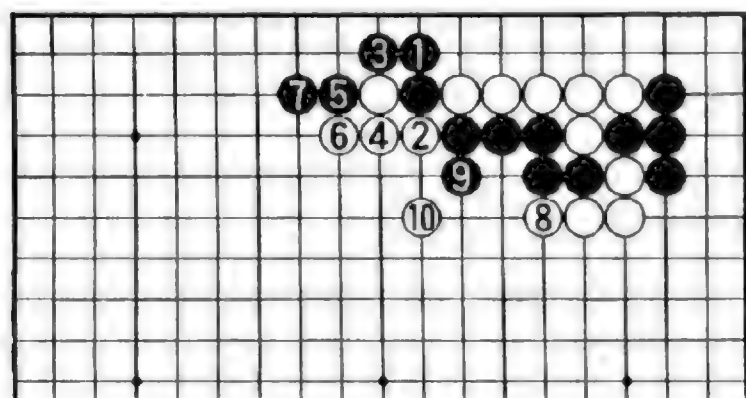
In the early stages of seven-game matches Cho likes to confront his opponents with unusual moves such as Black 1 and 3. White 4 challenged

Black to start the taisha joseki. Cho may not have wanted to get into this long joseki, but he could not back down from it. Black 21 anticipated the cut at White 1 in *Dia. 1*, which turns out badly for White. In the variation shown, Black takes the good point at 18, and White cannot easily fight the ko (a-b) because if he loses it, his own group dies.



Dia. 1

White 22 forced Black to retreat at 23. Black 1 in *Dia. 2* does not work, as White 8 and 10 capture the stones in the center. Black was able to play 25 to 31 in sente, but he may have wished that he had simply played 21 at 23, followed by White 22 and Black 33, to leave himself more freedom of action.



Dia. 2

White made a smart decision to put 34 in the empty corner, instead of running out at A. White 34 is big, and if White can also play B, he may be able to convert this area to territory without having to close the corner at C.

Figure 2 (38–75). An irrelevant black move

After another joseki-like sequence in the bottom left, Black bent at 49. He should have played on the left side, but could not find any move he liked there, fell into a cognitive dilemma, and tried

to resolve it by provoking a white cut at A. Seeing an opportunity, Yoda thought for over an hour before sealing White 50, which made Black 49 irrelevant, to end the first day.

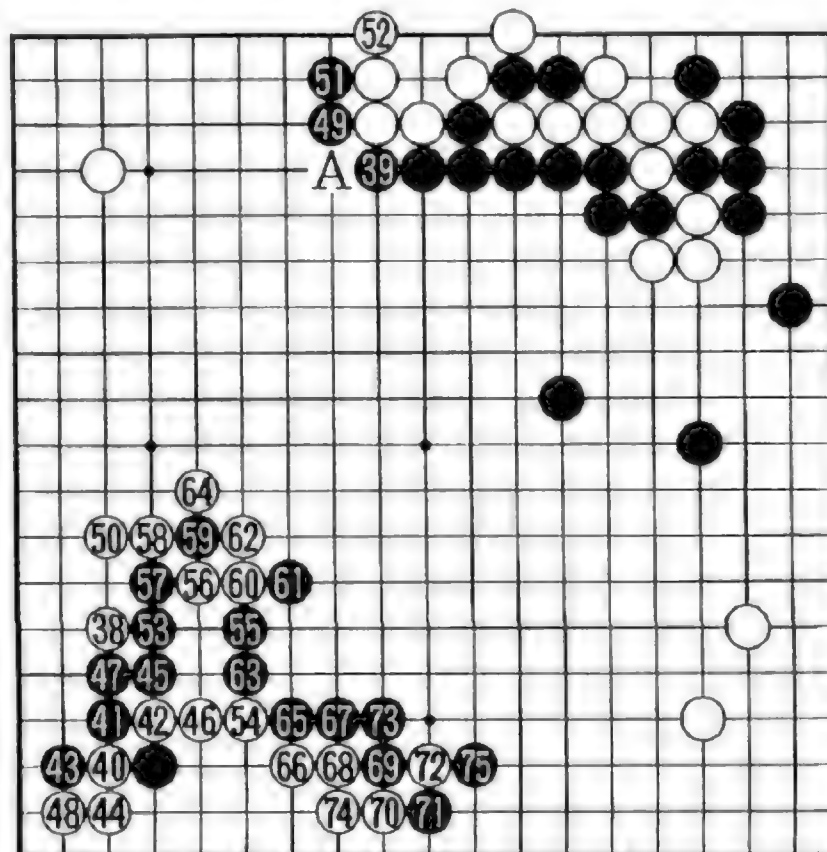
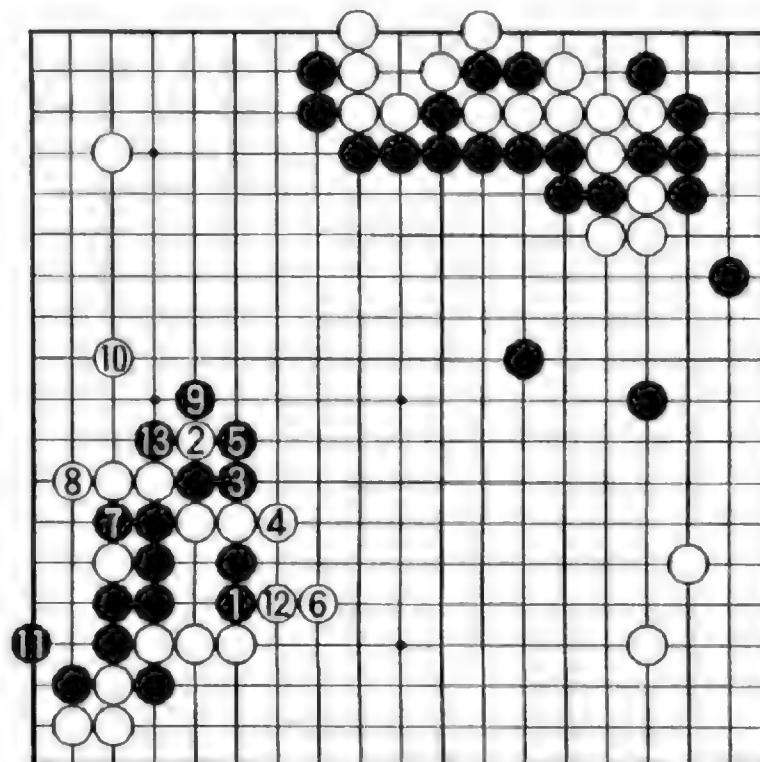


Figure 2 (38–75)

Black 61 let White capture 59 with 62 and 64, dimming Black's hopes for a big center. *Dia. 3* would have been better, although Cho said he did not like the result through 13.



Dia. 3

White 72 was a good move, forcing Black to capture in a ladder with 75 and setting the stage for a ladder block.

Figure 3 (76–136). A ladder and a ko

Black 85 and 87 asked for White A, so that Black could proceed to B. Black could not hope to

win if he let White get to B first. Black's tactics would have succeeded if White had played A, but White cut at 88, starting a fierce fight.

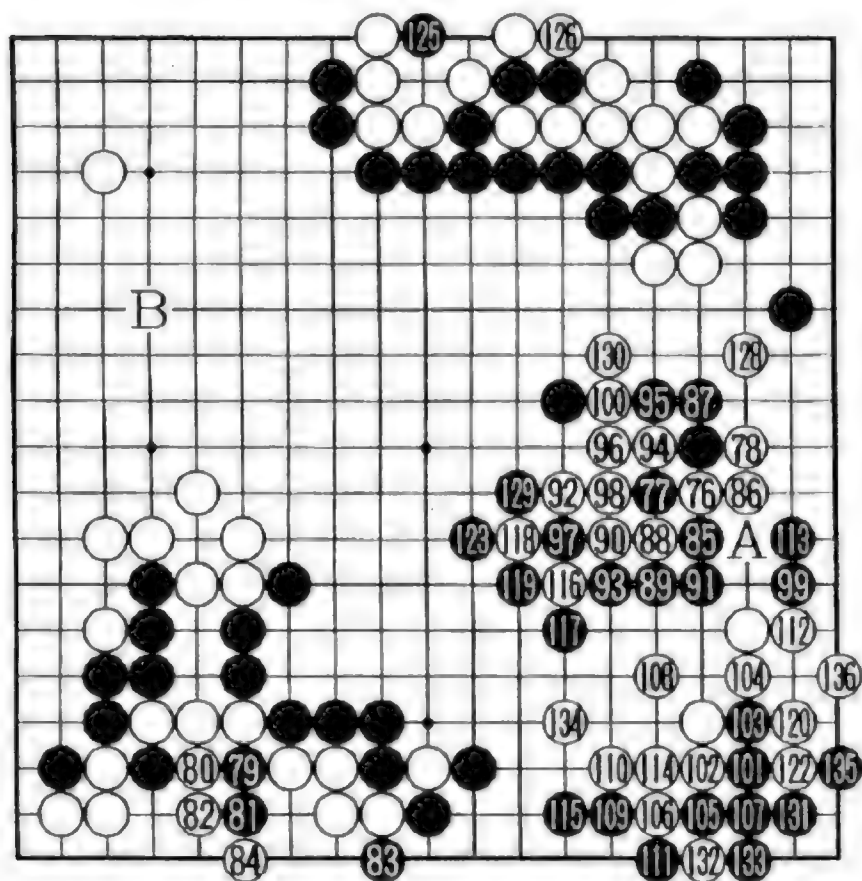
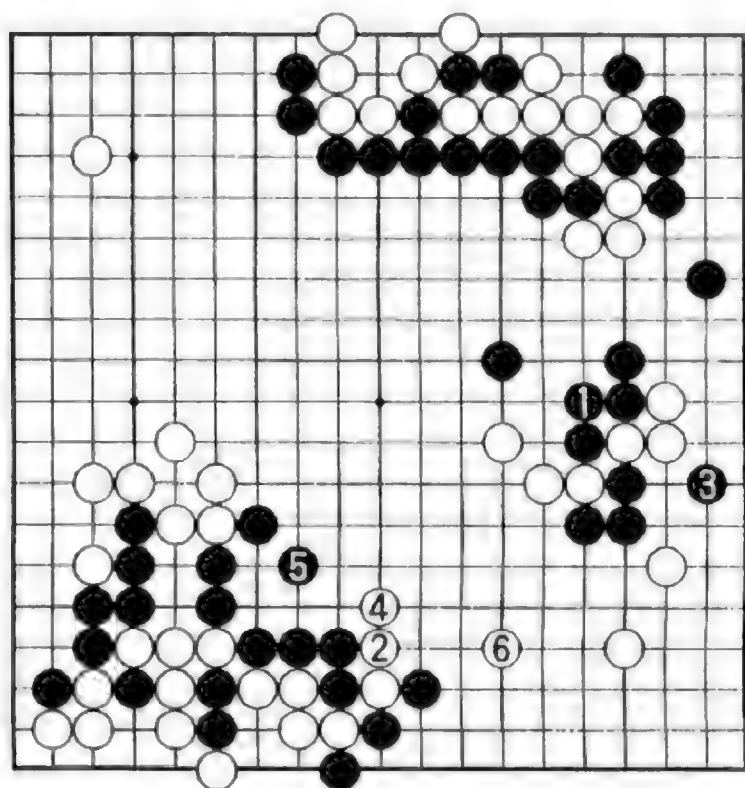


Figure 3 (76-136)
ko: 121, 124, 127

White 92 was the ladder block. If Black connects at 1 in *Dia. 4*, White comes out at 2. While Black 3 secures a large territory, White 4 and 6 enlarge the lower side. Rather than permit that, Cho let White capture a key cutting stone with 94, then ignored White 100 (!) in order to invade the bottom right at 101, aiming toward a double attack against the white stones there and the ones in the center.



Dia. 4

Yoda saved the bottom right with accurate play at White 108 and 112, however, and dealt with the center by letting Black win a ko in return for White 128 and 130, taking a huge lead.

Figure 4 (137-236). *The honorable way out*

Cho did not give up easily. Invading the left side at 37, he managed to start another ko fight, and won it for a large gain. Victory remained out of reach, however, so he justified his resignation by letting White kill the group in the bottom left.

Black resigns after White 236.

Go Weekly, October 9, 2000. Translated by James Davies.

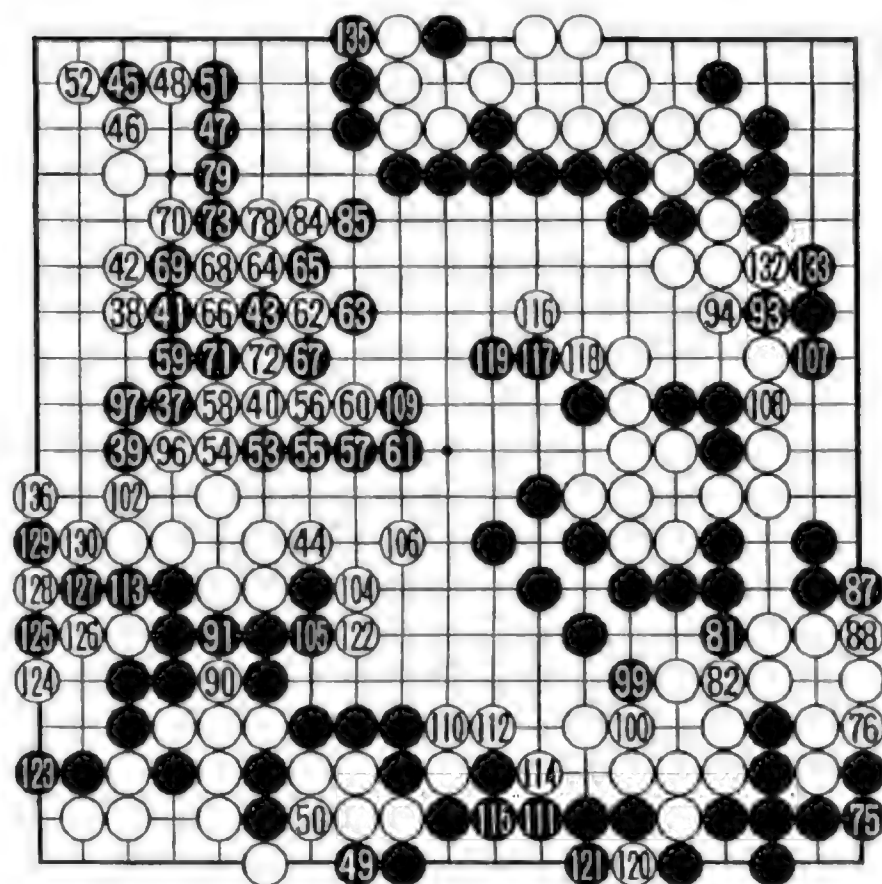


Figure 4 (137-236)

ko: 74, 77, 80, 83, 86, 89, 92, 95, 98, 101;
103: connects; ko: 131, 134

Game Three

White: Cho Chikun Meijin

Black: Yoda Norimoto 9-dan

Played on September 27 & 28, 2000

Commentary: Yamada Kimio 8-dan

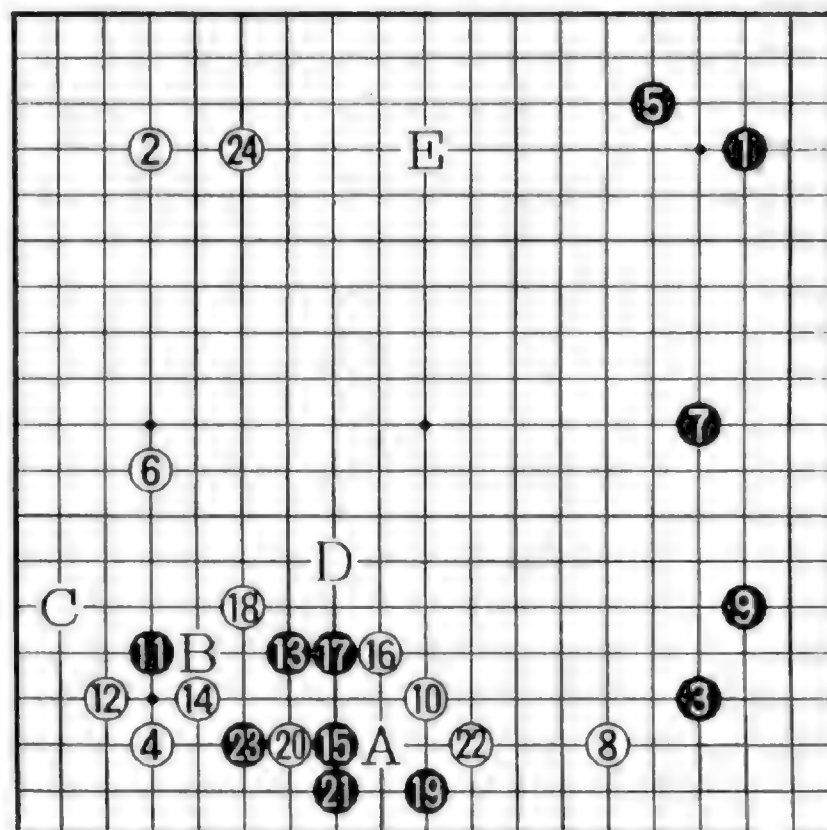


Figure 1 (1-24)

Figure 1 (1–24). Off to a slow start

This game began at a crawling pace, with Black taking over an hour to play 7, and White nearly an hour to play 18. The alternative for White 18 was White A–Black B–White C–Black D. White may have decided to allow Black 19 so that he could attach at White 20. Yoda sealed Black 25, expected to be E, to end the first day.

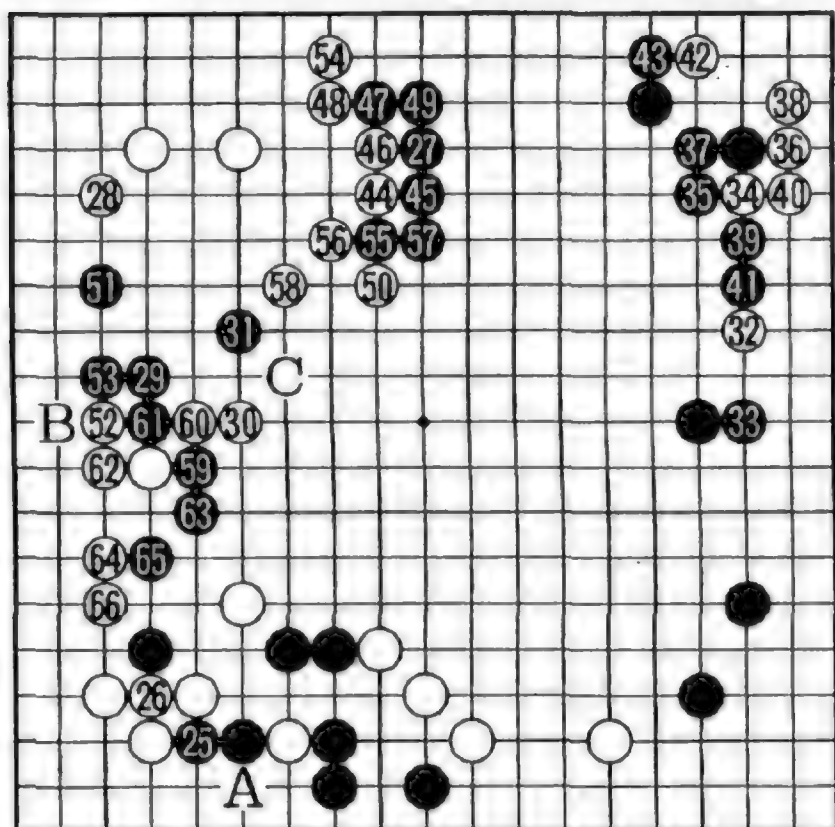


Figure 2 (25–66)

Figure 2 (25–66). White's plan goes awry.

Before playing 27, Black played 25 to prevent White A. Black 25 lost potential, and so surprised the referee that he had trouble finding it in the game record.

White unfolded his master plan by invading the top right corner with 32 to 42, then attacking the two stones on the left with 44, but the plan went awry somewhere. Cho said he should have played 44 at 46, or 50 at 55. More serious was his failure to exchange White B for Black C before playing 54, an omission that made Black 59 severe.

Figure 3 (67–100). A series of mistakes

Black went wrong at 79. He should have played 1 in *Dia. 1* and gotten securely linked up by sacrificing Black 3. White has to reinforce the bottom with 8, so there is still time for Black 9 and 11.

White countered strongly at 80, but then overstepped by trying to take the entire left side with White 82 and 84. He should have played White 1 and 3 in *Dia. 2*. After White 5, Black may eventually be able to get a ko on the left side with 6 to 12, but the fight is even.

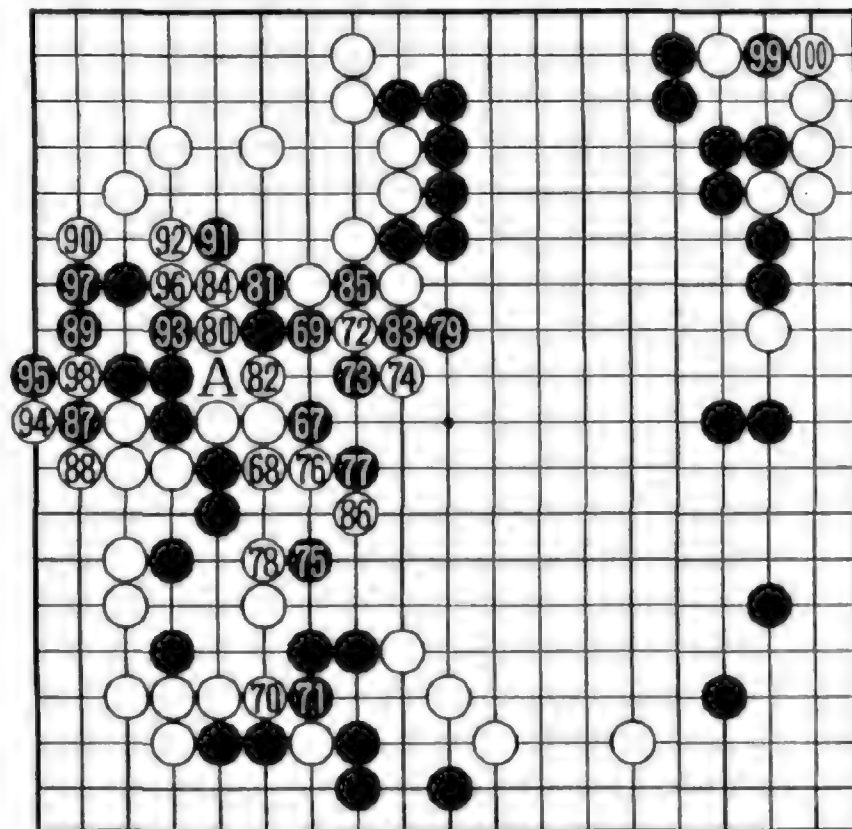
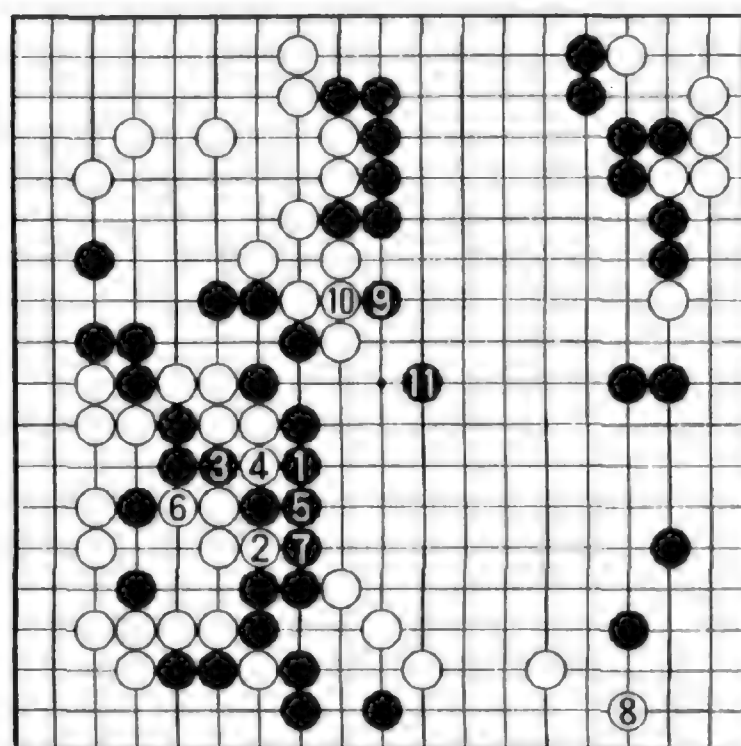
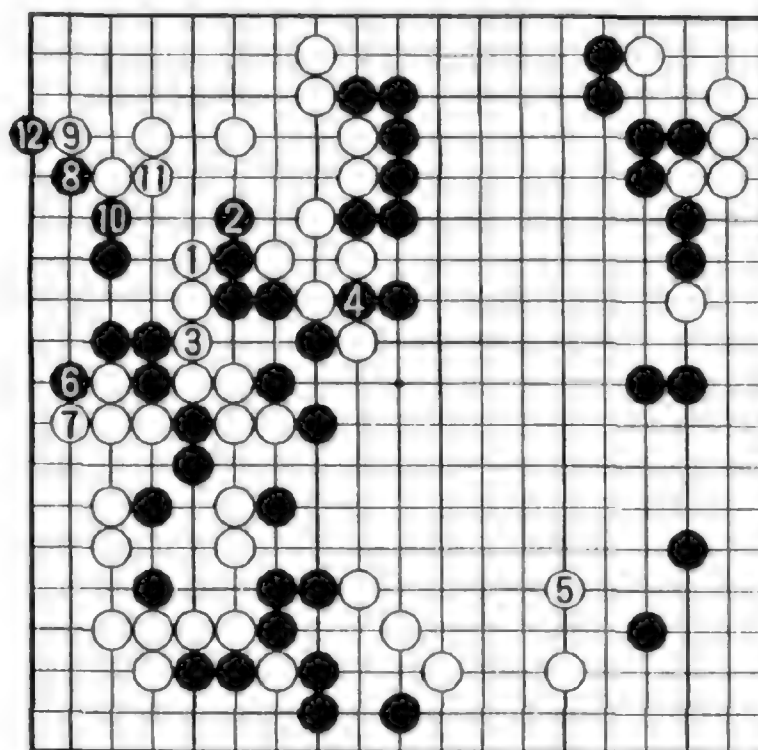


Figure 3 (67–100)



Dia. 1



Dia. 2

White compounded his mistake by playing 86 instead of 91, which would have finished off the left side. Black got a picnic ko with the clever sequence from 87 to 97.

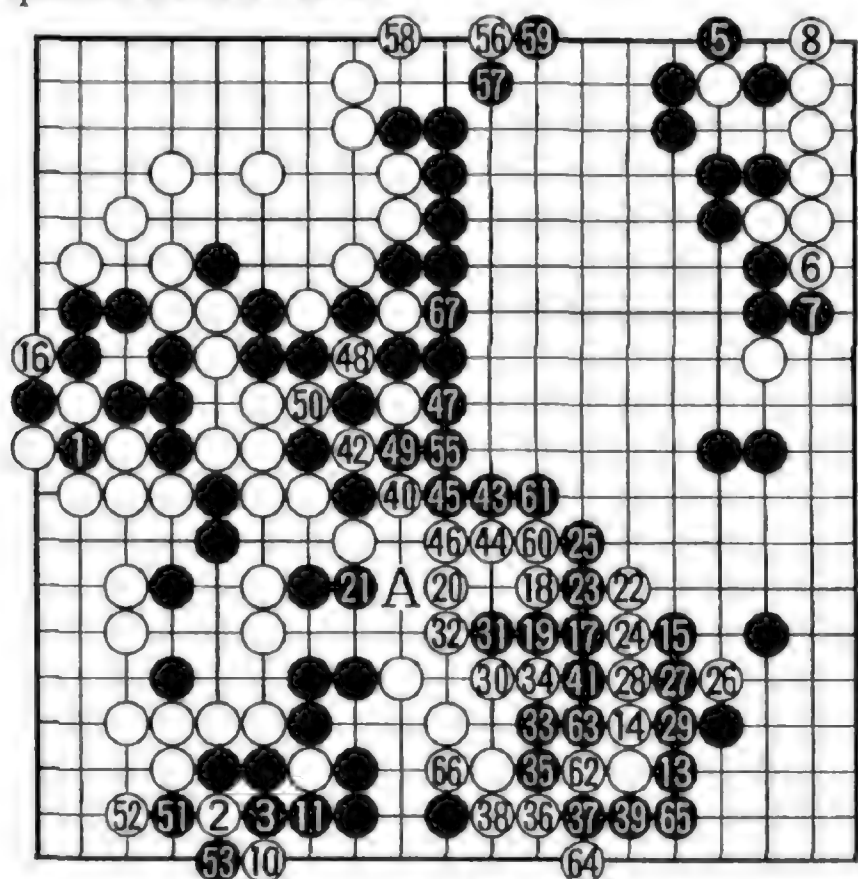


Figure 4 (101-167)
ko: 4, 9, 12, 54

Figure 4 (101-167). Black cruises to victory.

Midway through the ko fight, Black stopped to play 15, letting White end the ko with 16, confident that Black 17 would maintain his lead. His judgment was excellent. If White links up with A, Black can take enough of the center to win. When White played 18, he was probably looking for a good place to resign. Black could have captured his entire group, but was content to take half of it with the sequence from 19 to 41, good for a thirty-point lead.

Black's finish would have been perfect if he had played 43 at 46, but despite that slip, he was at least fifteen points ahead on the board when White gave up.

White resigns after Black 167.

Go Weekly, October 2, 2000. Translated by James Davies.

Game Four

White: Yoda Norimoto 9-dan

Black: Cho Chikun Meijin

Played on October 11 & 12, 2000

Commentary by O Meien Honinbo

Figure 1 (1-42). Cho borrows Yoda's opening.

Unable to afford another loss, Cho played the Chinese-style opening with which Yoda had won the first game. Yoda countered by playing White

10 instead of the two-space high pincer that Cho had used (I prefer Cho's move). When White jumped down to 18, Black should perhaps have pushed at 20 instead of descending at 19 and letting White link his stones at 14 and 16 together. Black 27 was also surprising. White 40 was a good peep.

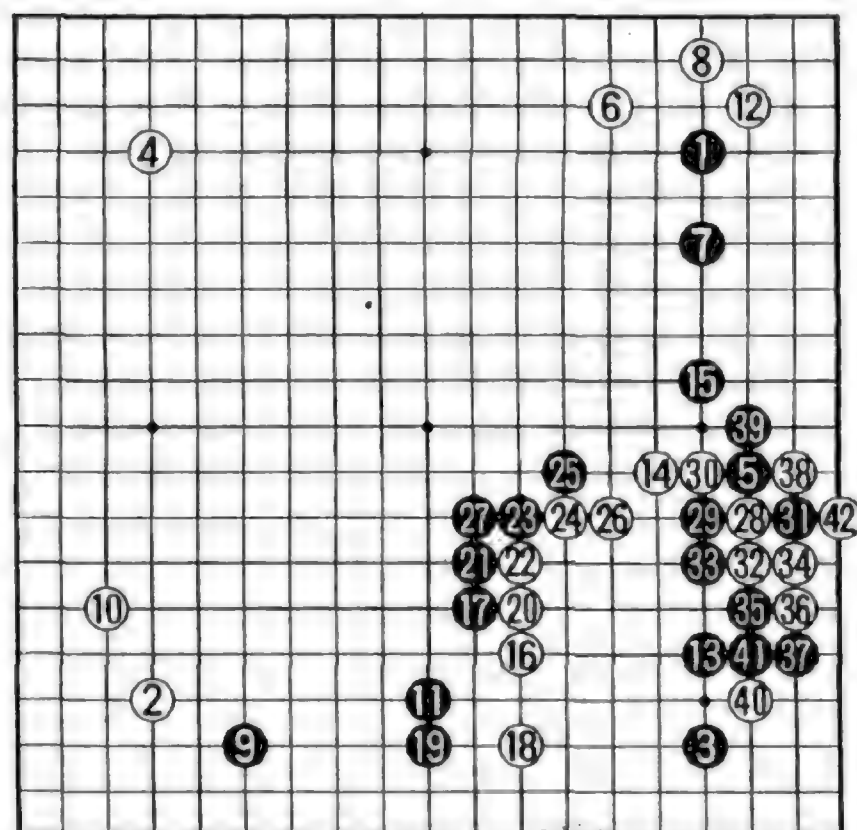


Figure 1 (1-42)

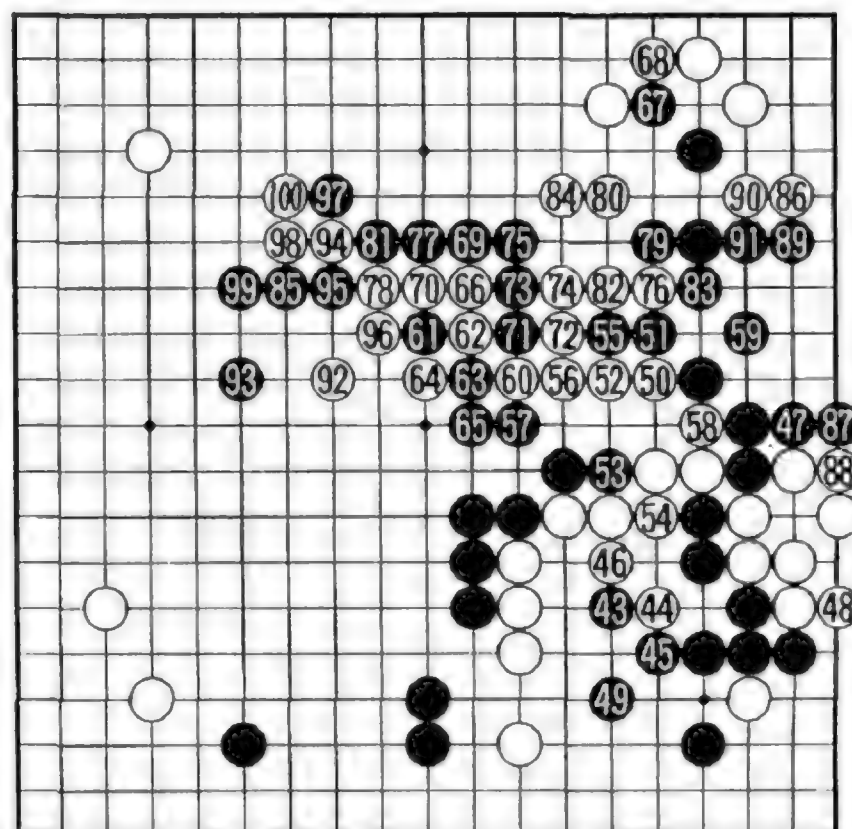
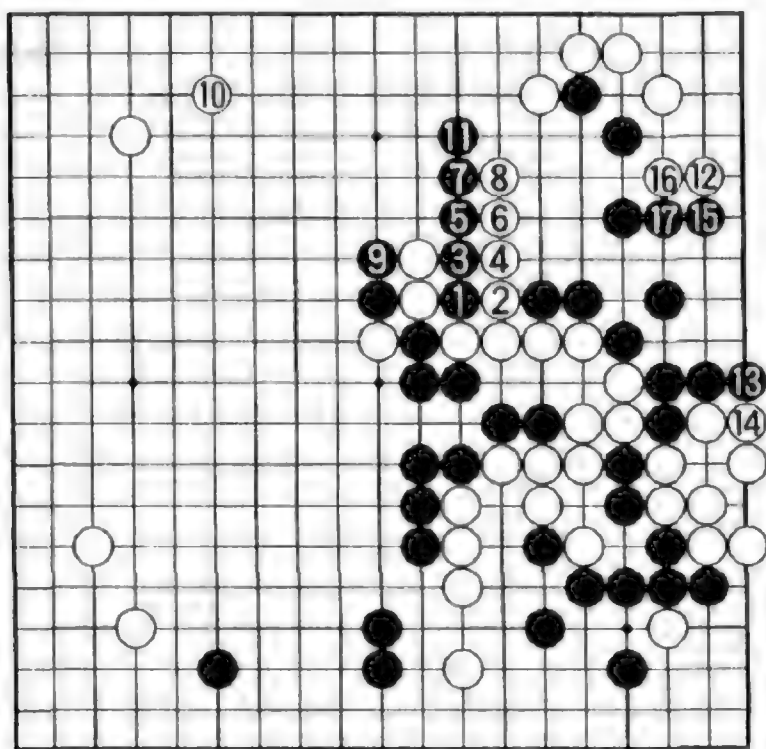


Figure 2 (43-100)

Figure 2 (43-100). Black's only chance

Black took the key point at 43 before White could make another peep at 44, but White got out at 50, having laid waste to the heartland of Black's Chinese-style framework. To make up for this, Black attacked viciously with 61, 63, and 69, but the last of these moves was a mistake. Black's only chance was to cut immediately at 1 in *Dia. 1* (next page), letting White link up with 2 to 8 in exchange

for two stones in the center. It is not easy for White to win from the position in *Dia. 1*.



Dia. 1

In the game, after White linked up with 84, Black attacked the center with 85 and 93, but White counterattacked decisively, as it turned out, with 94.

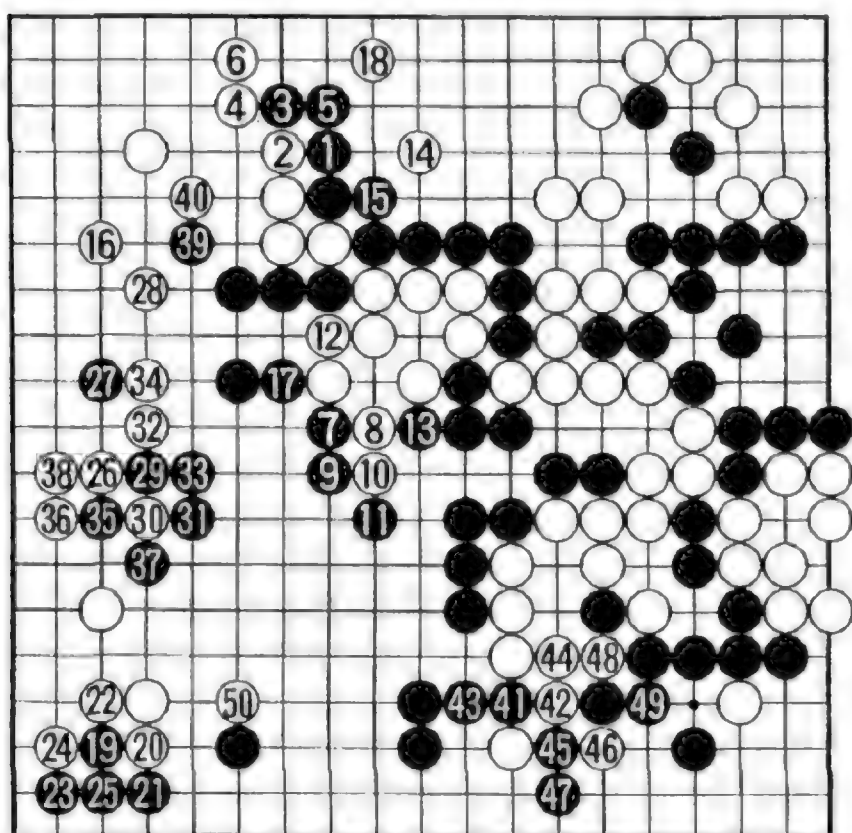


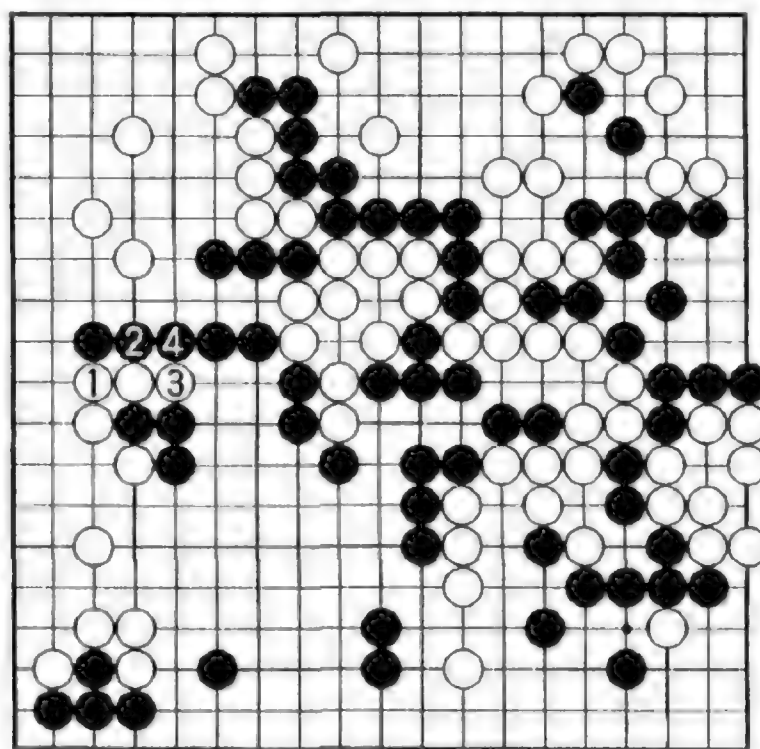
Figure 3 (101-150)

Figure 3 (101-150). *Victory through death*

The moment White played 6, Black's hand flew out to 7. Suddenly White appeared to be on the brink of defeat; his center was trapped and could not make eyes. White 14 and 16 seemed like little more than stalling tactics, but, in retrospect, White already had the game won at this point. Although his center was dead, it was not so big, it would take many moves to capture, and Black would eventually have to fight a ko.

In theory, White should have played 34 at 1 in *Dia. 2*, to keep Black from capturing White 30 with

35 and 37. In practice, it made little difference, since White kept the lead by capturing Black 27. White didn't make a single bad move in this game.



Dia. 2

Figure 4 (151-198). *Yoda wins a masterpiece.*

Black swelled his territory with 51 to 63 in the center, but White took compensation at 58 and 64 in the lower right, then began squeezing with 66. By White 80 it was clear that White would win. The final ko fight served only to shorten the end. Cho resigned when he saw that he did not have enough ko threats left to win it. This is the first time he has lost a seven-game title match in four straight games.

White resigns after Black 198.

Go Weekly, October 23, 2000. Translated by James Davies.

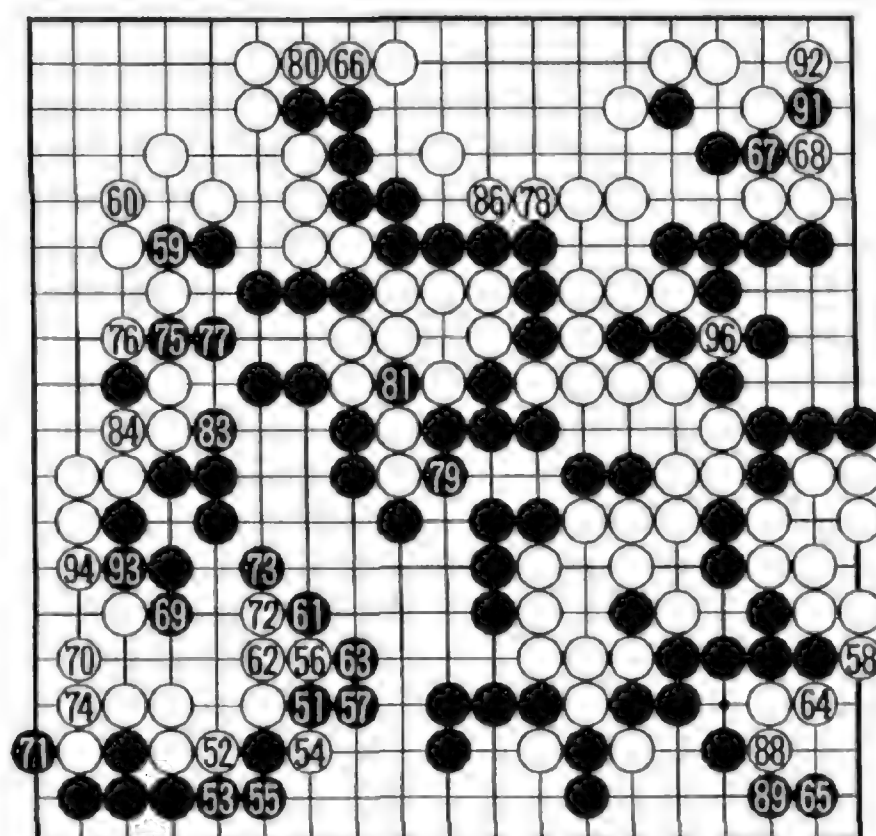


Figure 4 (151-198)

82: recaptures; 85: ataris left of 79;
ko; 87, 90, 95, 98; 97: recaptures 96

International Tournaments

4th Ing Cup Final: Game Two

This is the second final in an international tournament Chang Hao has in 2000. He was defeated by Cho Hun-hyeon in the Fujitsu Cup in August (see *GW90*) and his luck was not much better when he played Yi Ch'ang-ho in the Ing Cup final, losing 3-1.

White: Chang Hao 9-dan (China)

Black: Yi Ch'ang-ho 9-dan (Korea)

Komi: 8 points

Played on November 3, 2000 in Chengdu.

Commentary by Yo Kagen 9-dan

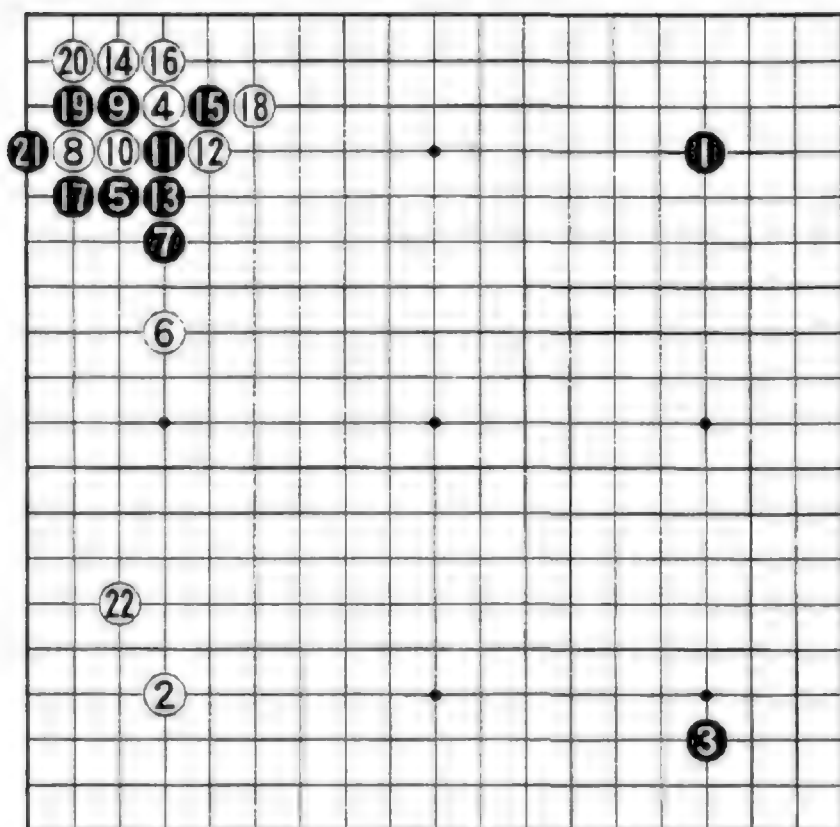


Figure 1 (1-22)

Figure 1 (1-22). Black dusts off an old joseki.

Black 7 is a slow move, surprising in view of the 8-point komi. Yi may have chosen the joseki from Black 5 to 21 because of his confidence in the endgame. I haven't seen anyone else play this way recently.

Figure 2 (23-39). White tries a new pattern.

A somewhat advanced joseki pattern appears in the bottom right. Perhaps White is reluctant to play 32 at 33 because of Black 32-White A-Black 39. The key move is White 36. White B defends the right side better, but leaves a cut (Black 36) that helps Black out in any fighting that might start on the lower side. White 36 serves notice that Black won't get territory down there easily.

The normal next move for White is to invade at 1 or 'a' in *Dia. 1*. White 1 has been seen frequently.

If Black plays 2, White jumps lightly to 3. White 'b' is sente, so White won't have much trouble handling this group and reducing Black's territory.

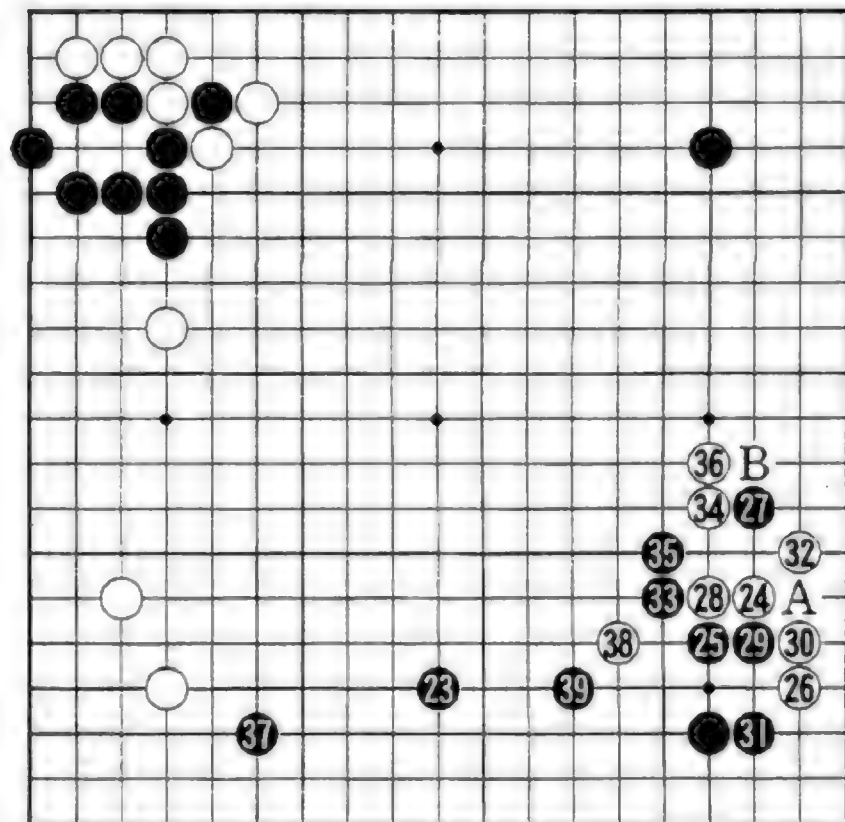
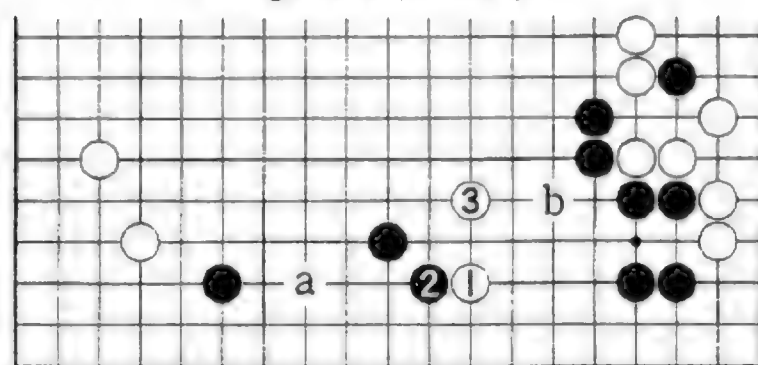
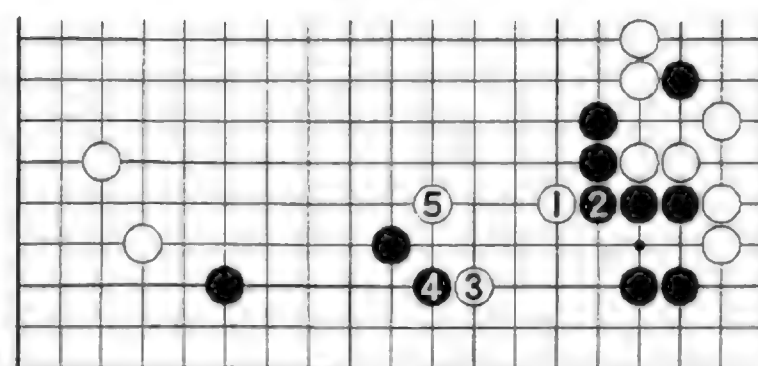


Figure 2 (23-39)



Dia. 1



Dia. 2

Chang may have planned to invade at 3 after exchanging 1 for 2 in *Dia. 2*, so that he could answer Black's attack at 4 even more lightly at 5. Whatever he was thinking when he played White 38, his plans didn't include Black 39.

Figure 3 (40-68). A major exchange

Black 41 is a strong move. If White plays 42 at 43, Black plays A, and White doesn't have enough liberties to keep going. White 44 leads to a big exchange as White gives up corner territory to build power in Black's former sphere of influence on the lower side. Black 63, 65, and 67 are good, picking up nearly a whole move in tempo.

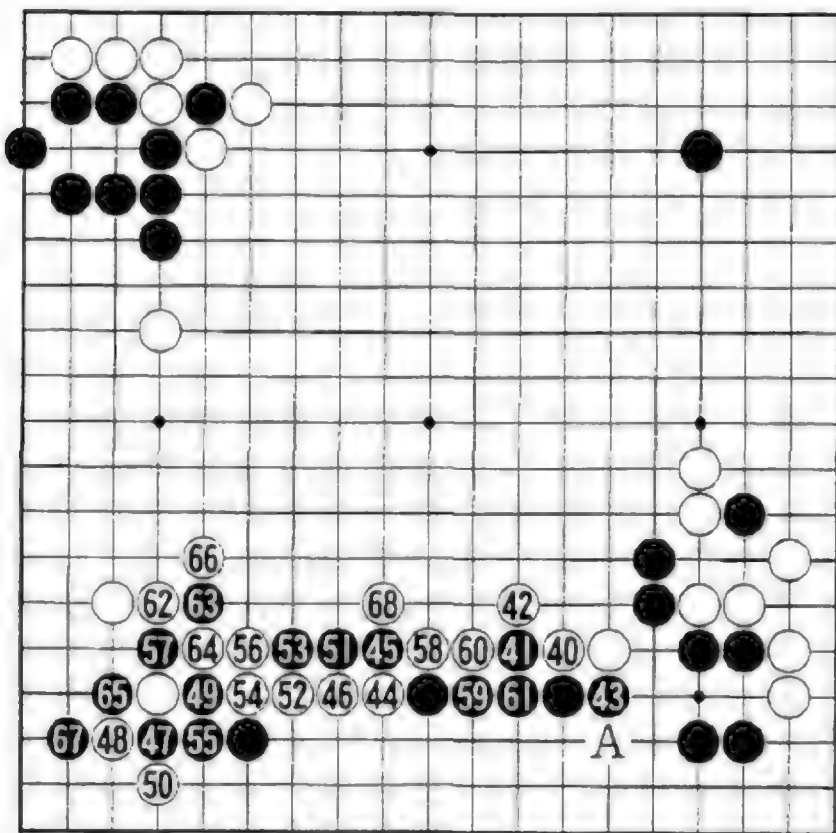


Figure 3 (40-68)

Figure 4 (69-101). *White extends twice.*

White could play A on the left side instead of 72 on the right side. Black 73 threatens the weakness left by White 36 in *Figure 2*, so White has to defend at 74. Yi displays confidence by sacrificing 73 with Black 75 to 81, but I question his next few moves, from 83 to 89. I think Black should simply play 91 to 101, omitting 95. If he strengthens the center this way, White A is no menace. In the game, Black's top left group gets firmly settled, but in the meantime White makes two irritating extensions at the top, at 90 and 96.

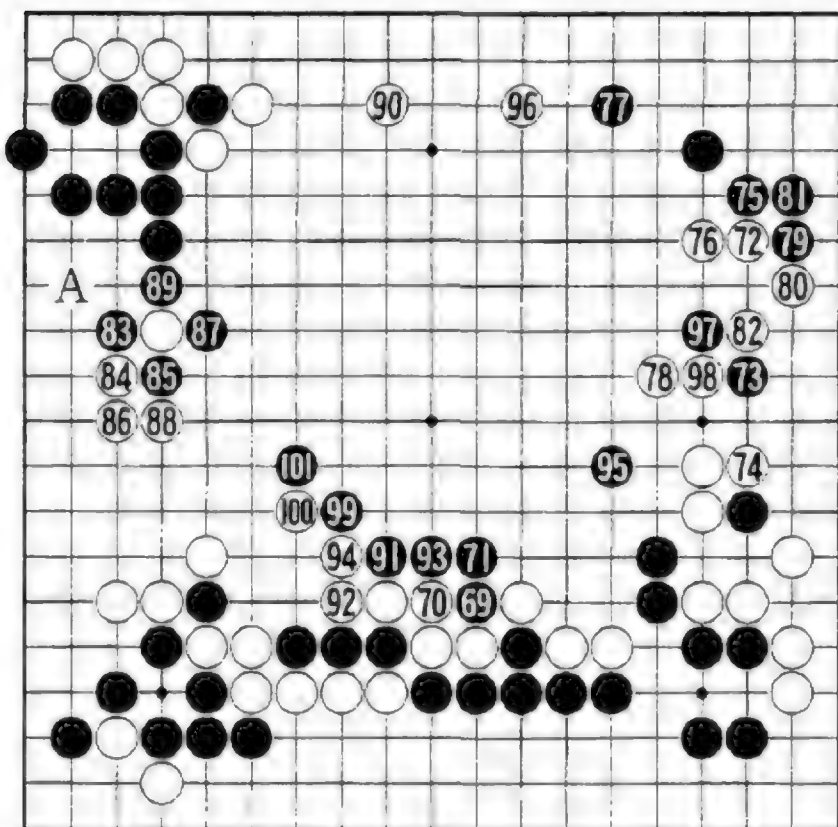


Figure 4 (69-101)

Figure 5 (102-118). *A cutting stone escapes.*

White 2 and 4 must have dampened Black's optimism. Just where he defended at 95 in *Figure*

4, Yi now finds himself weak. Even so, he doesn't get rattled. In critical situations, he finds time to slip in forcing moves like Black 97 in *Figure 4* and 9 in *Figure 5*.

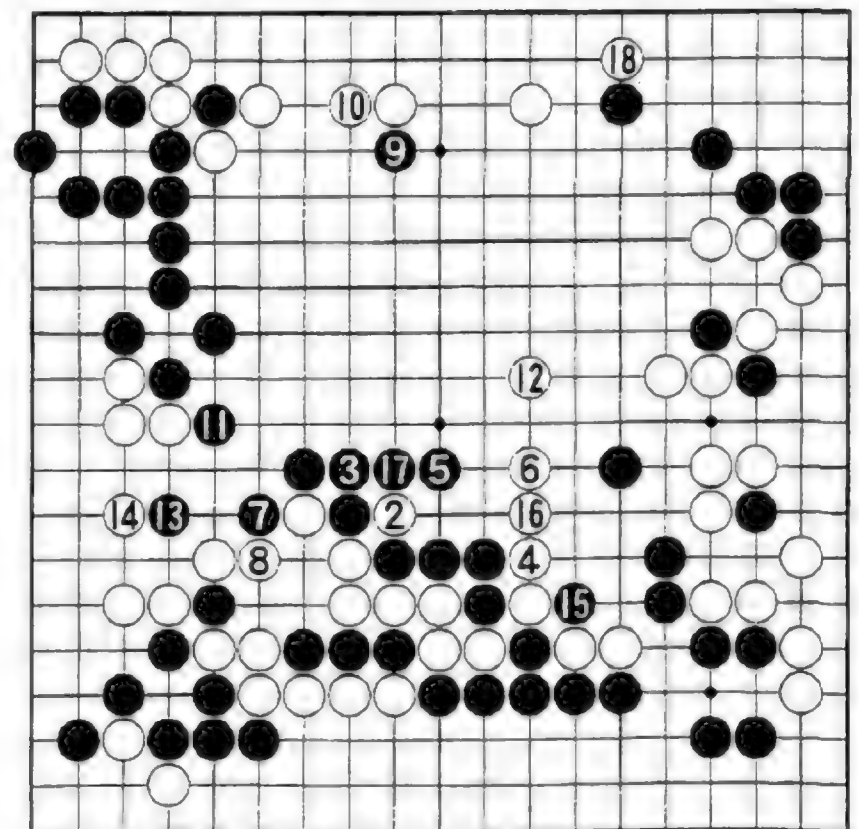


Figure 5 (102-118)

Figure 6 (118-148). *Black survives a ko.*

Realizing that he is in serious danger of losing, Black gambles on 19. If he plays 19 at 20, White 19 threatens to clamp at 28. If Black defends against that, he can't beat the eight-point komi.

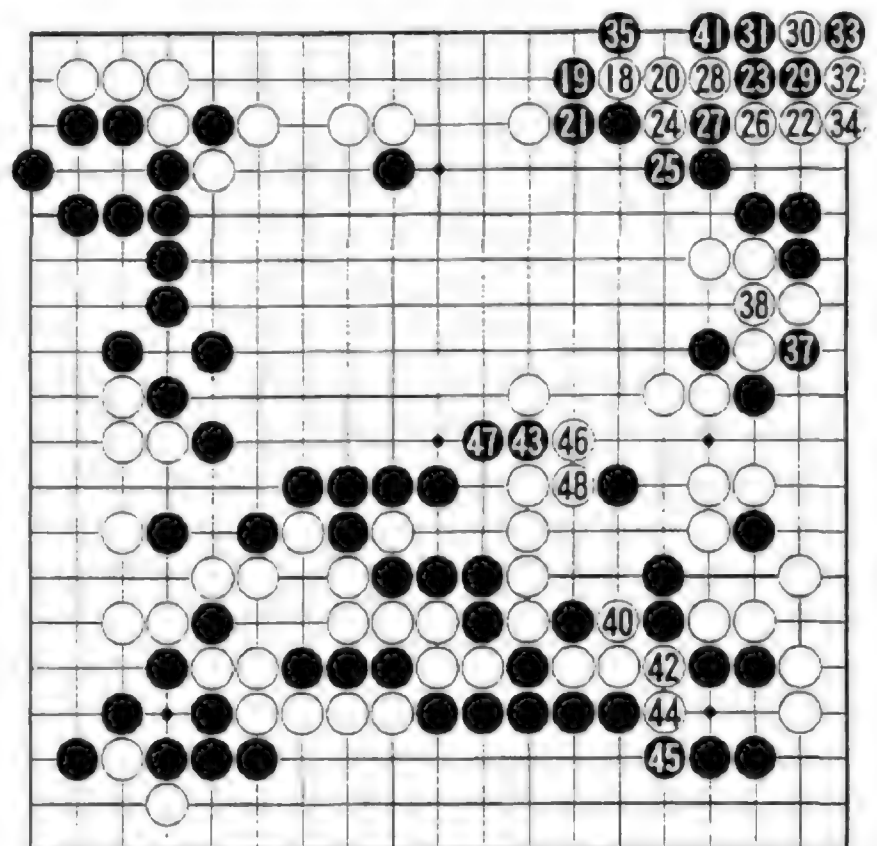


Figure 6 (118-148) 36:takes ko (at 30)

White 20 and 22 start trouble in the corner, but White 24 is a mistake. White can win directly by playing 24 at 26. If Black answers at 27, White 28 lives nearly unconditionally. If Black answers at 28, followed by White 24-Black 27-White 25,

White is in good fighting trim. The result in the game is a ko. Black has a ko threat at 37, and a good answer to White 40 and 42 in the wedge at 43. Strengthening himself in the center with 47, Black gets at least an even exchange.

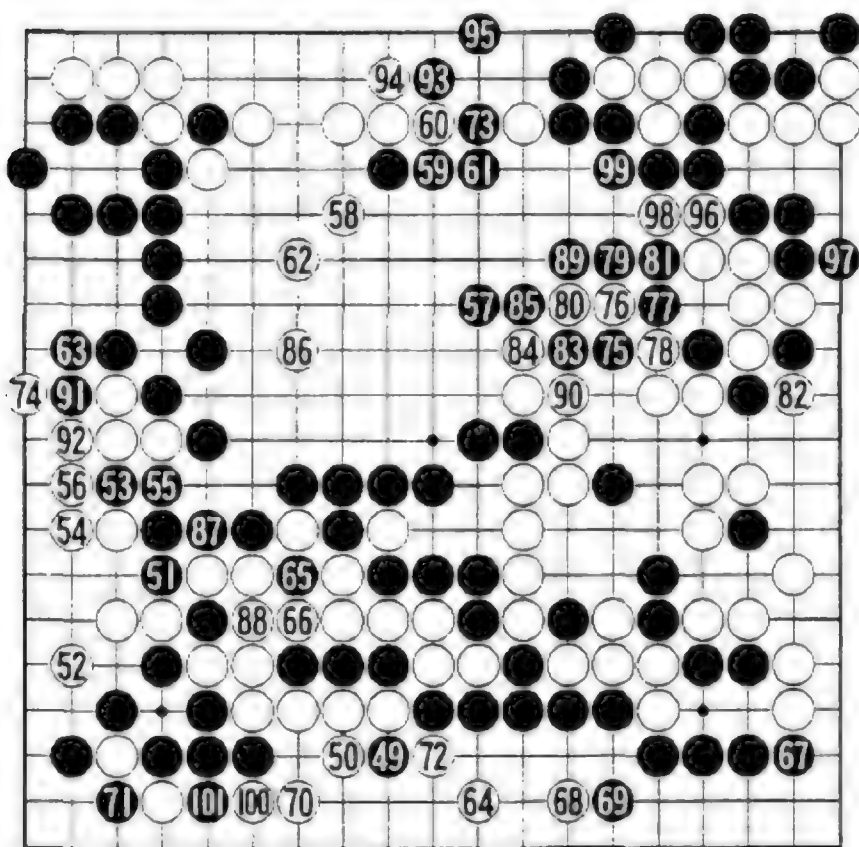


Figure 7 (149-201)

Figure 7 (149-201). Mistakes on both sides

Considering who the players are, there are surprisingly many doubtful moves in the endgame. Black 49 is one; Black should play 57. Black gets into trouble by leaving the bottom undefended and switching to 51, which White answers at 52. White 64 succeeds because of a life-and-death relationship with the bottom left corner. When White plays 72, he has the game won, but victory slips out of his grasp when he plays White 76 and ends up losing two stones.

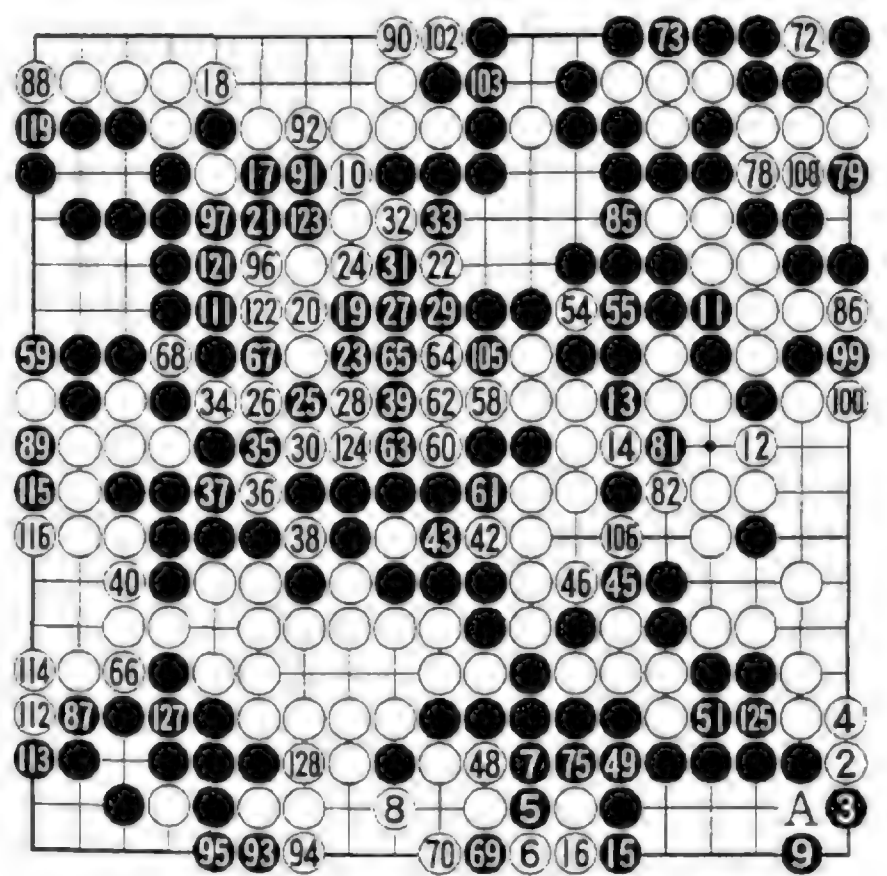


Figure 8 (202-328)

ko (below 38): 41, 44, 47, 50, 53, 56;
52: below 46; 57: at 36; ko (below 68): 71, 74,
77, 80, 83, 98, 101, 104, 107, 110; 76: at 69;
84: at 25; 109: captures seven stones (beside
72); 117: above 89; 118: below 68;
120: below 18; 126: below 38

Figure 8 (202-328). Understanding the rules

White might still be able to win if he cuts at A instead of capturing at 8. Under Ing rules, the neutral points are worth one point apiece, so the players fill them in while leaving two kos open. White 126, connecting one ko, tempts Black to take the last neutral point at 128, which would let White win the other ko and the game, but Yi has counted the ko threats and does not fall into this trap.

Black wins by 1 point.



5th LG Cup: Quarterfinal Round

White: Cho Hun-hyeon 9-dan (Korea)

Black: O Rissei 9-dan (Japan)

Komi: 6 1/2

Played on November 14, 2000, in Paris.

Commentary by Yo Kagen 9-dan

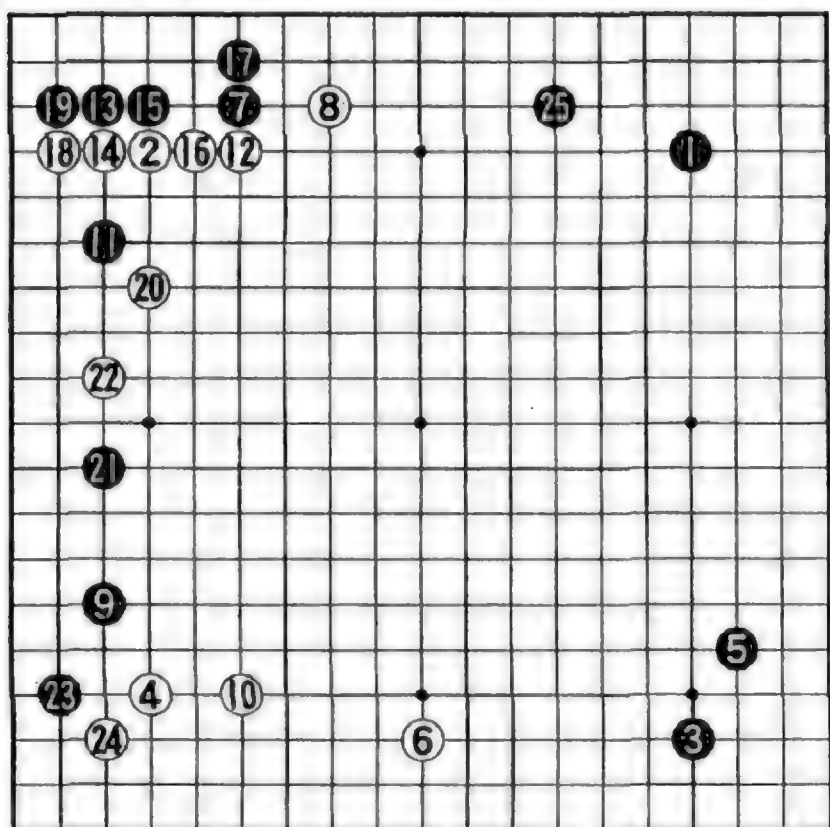


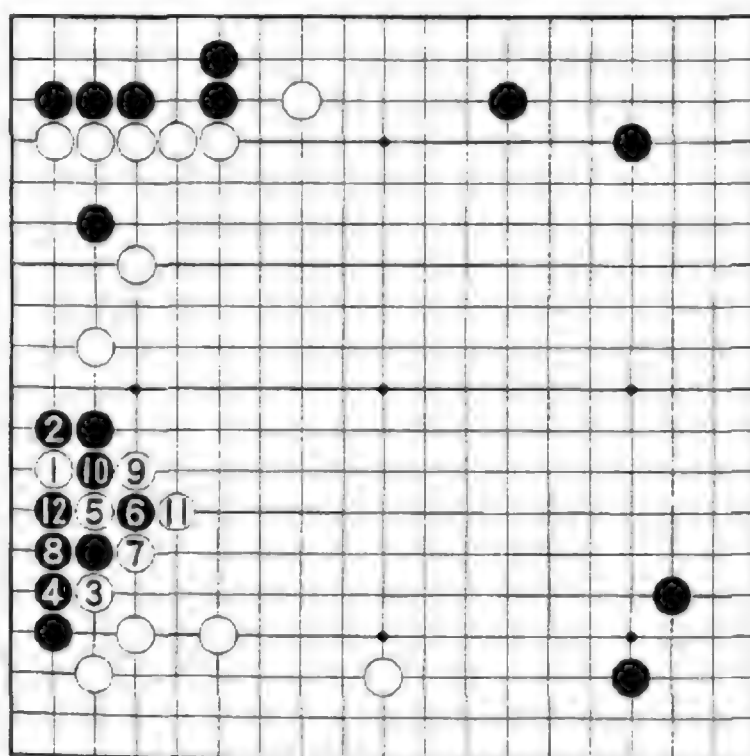
Figure 1 (1-25)

Figure 1 (1-25). O's must-win opening

The sequence to Black 5 is the opening O uses when he has to win. Cho is an expert at the one-space pincer (White 8). Black 9 to White 20 are the result of recent star-point joseki research. There is a variation in which White plays 14 at 15 and lets Black play 14, but I don't like it.

Figure 2 (26-35). Thrust and parry

White 26 is a squeeze tesuji. It looks as if White is going to continue with A and sacrifice two stones, but since he is already strong at the top, he plays 28 instead. If Black answers at 4 in *Dia. 1*, White strikes at 5. If Black plays 6, he has been had: White captures 6 with 7 to 11, gaining tremendous bottom-and-center strength in sente. If Black plays 6 at 7, he has been had again: White 6 splits him apart. Cho is known for this type of cleanly executed thrust, which he has probably prepared in advance, but O is not easily thrown off balance. He parries sharply with 29 and 31, forcing White to answer with 30 and 32, then gets out of danger with 33 and 35 and ends up with a promising position. Note that if he exchanges 33 for 34 before playing 29, making the black group below heavy, he can be attacked by White 35-Black 32-White B.



Dia. 1

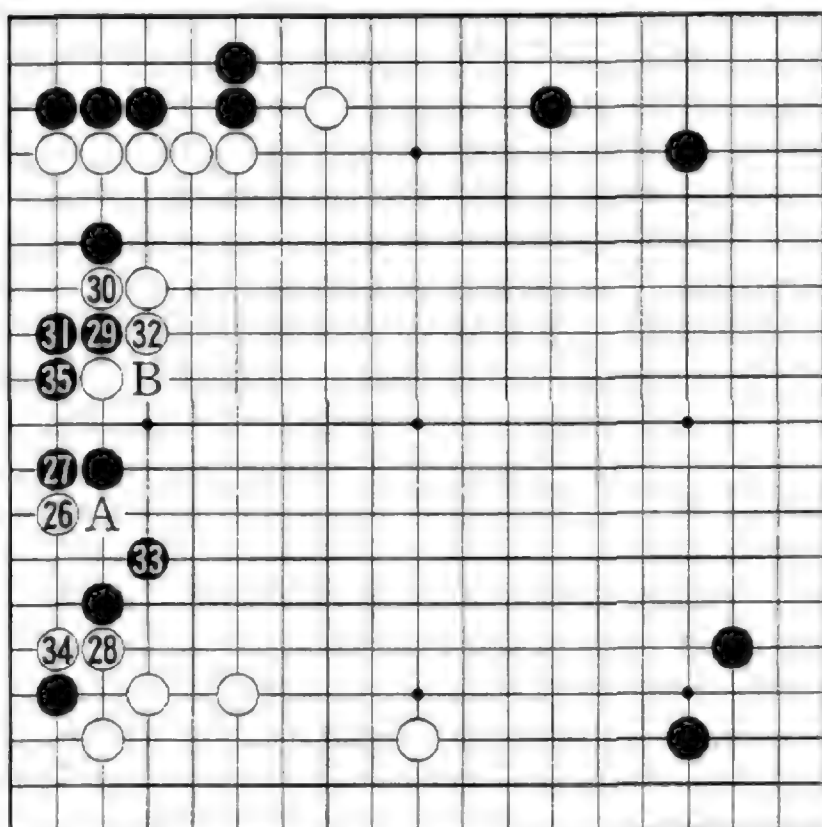


Figure 2 (26-35)

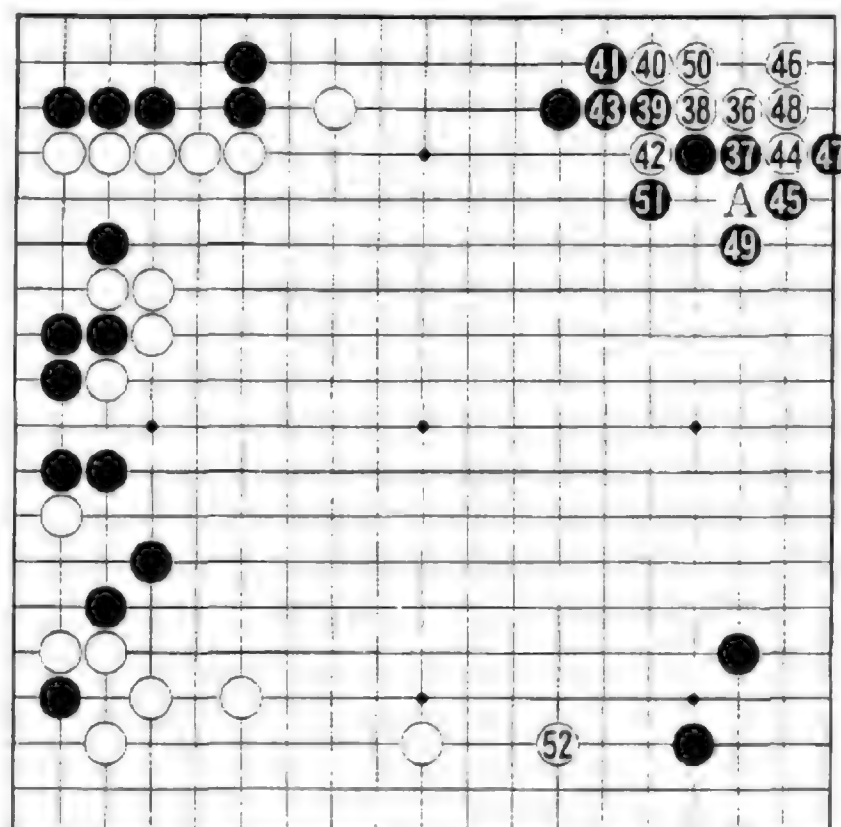


Figure 3 (36-52)

Figure 3 (36–52). White invades the corner.

White 36 was criticized as premature, because it strengthens Black, but I think White has no choice but to invade here to maintain the balance of territory. If he extends to 52 without playing 36, Black A is big; Black has three corners and White has only the lower side.

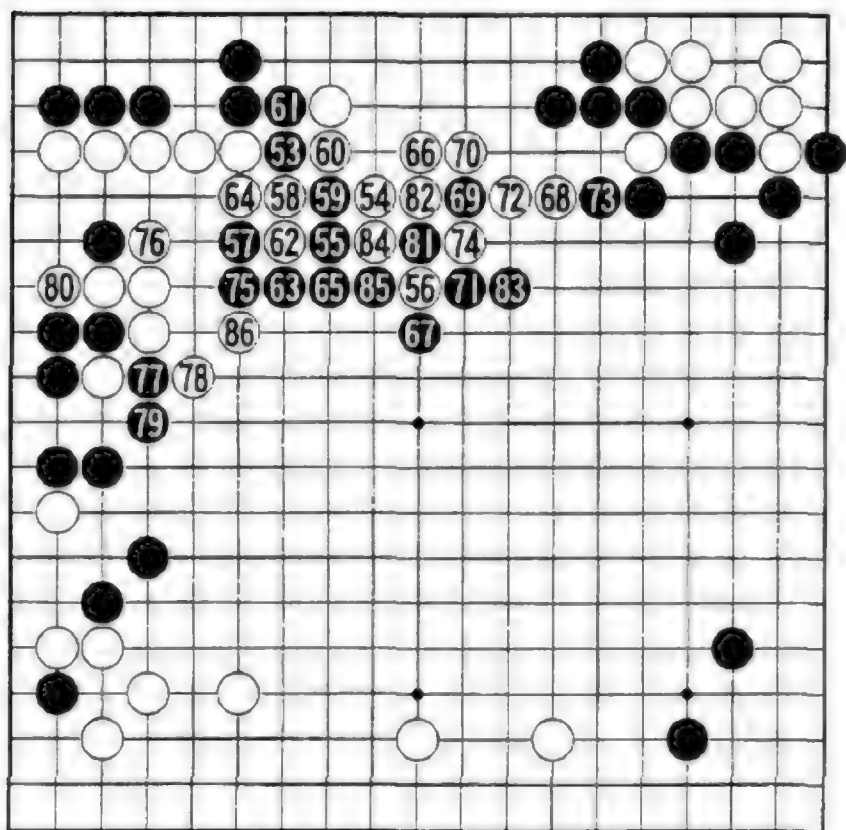
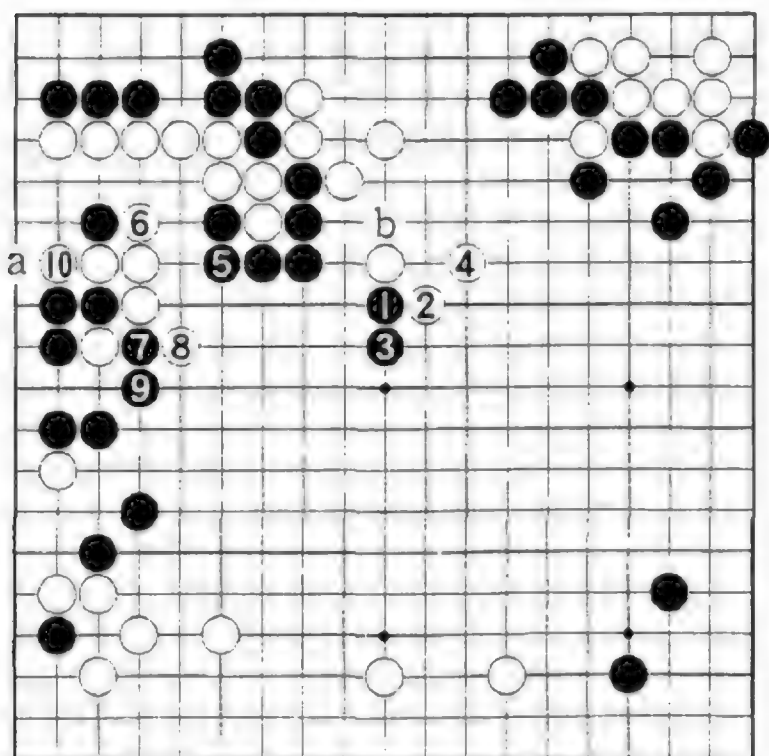


Figure 4 (53–86)

Figure 4 (53–86). White's floating defense

Black uses his power in the top right by bending out at 53, a move he has been aiming at since he played 25 in *Figure 1*. Normally, White replies at 61 and Black plays 58, but here White can't expect to win the fight that leads to. Avoiding a decisive battle, he floats away with 54 and 56, then zips back in at 58 and makes shape through 66.



Dia. 2

When Black attaches at 67, White dodges away again by peeping at 68. I'd prefer White 2 and 4 in *Dia. 2*. After Black 5 to White 10, Black's central group is too unsettled for him to try to kill White with 'a' on the left edge or to split White up at 'b'.

Note how Black extends at 83 instead of capturing 56. Through 85, Black has taken a clear lead.

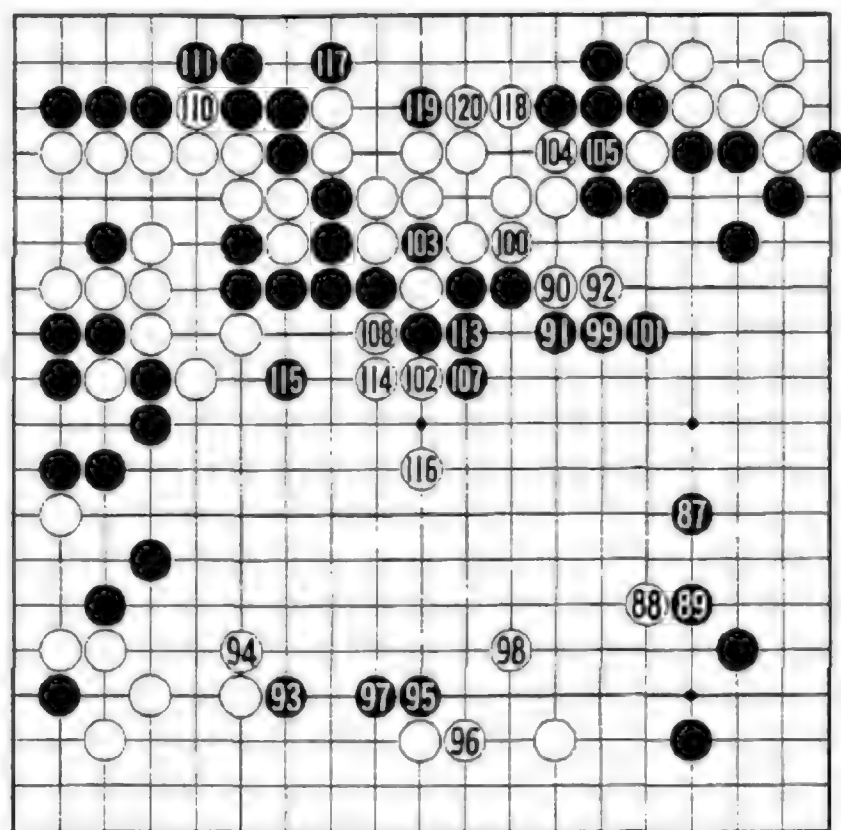


Figure 5 (87–121)

ko: 106, 109, 112, 121

Figure 5 (87–121). White's large-scale attack

Black 87 is the last big point. White 90 and Black 93 are roughly equal reducing moves. Black 95 is sharp, and Black 99 shows nerve. Since the black group at the bottom is hard to capture, perhaps White should play 98 at 99.

White can't play 102 at 108 and let Black extend to 102. Even if White wins the ko and takes the seven black stones to the left, he can't win the game that way. White 102 tries to break the position open by attacking on a larger scale, but White doesn't have enough ko threats, and Black 117 and 119 bedevil him cruelly.

Figure 6 (122–200). Black counterattacks.

When White caps at 22, Black takes the key point at 23, gaining ample room to maneuver to the left and right. White makes a leaning attachment at 24, but Black counter-attaches at 25, then defends at 27, and now White is the one in danger. After 29 and 31, Black can't lose. White 34 lets Black play 35 in sente, which is enough in itself, but Black also wins the ko.

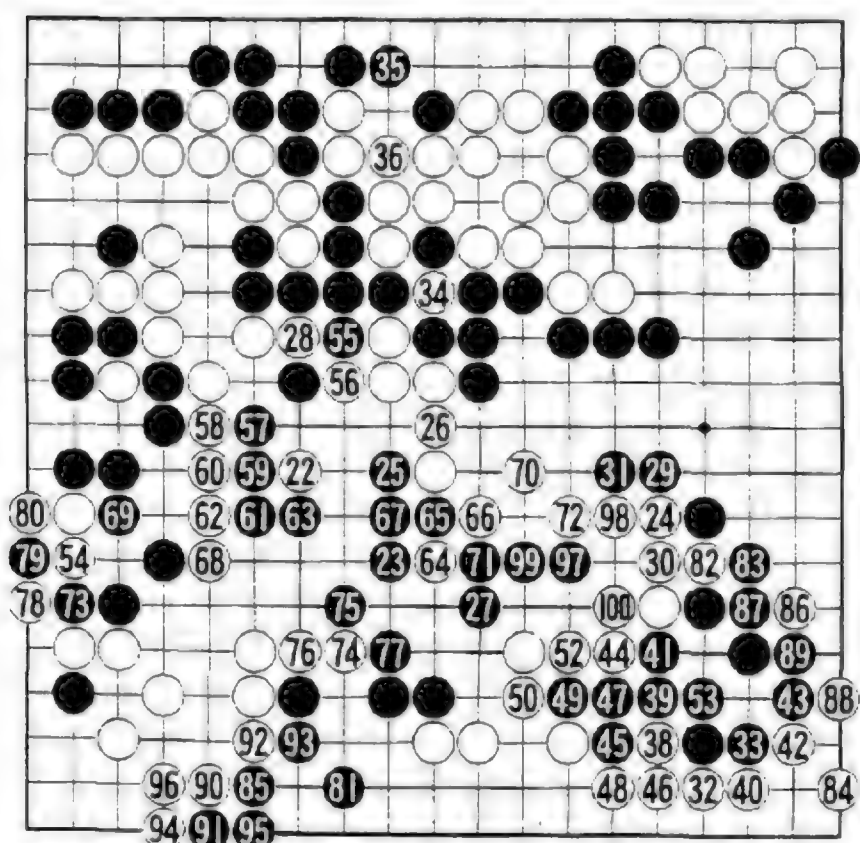


Figure 6 (122-200)
37: takes ko; 51: at 34

Figure 7 (201-275). Another big ko

Black has held the lead since the end of Figure 2, and he keeps it by fighting hard to the end, win-

ning another big ko in the process.

Black wins by 16 1/2 points.

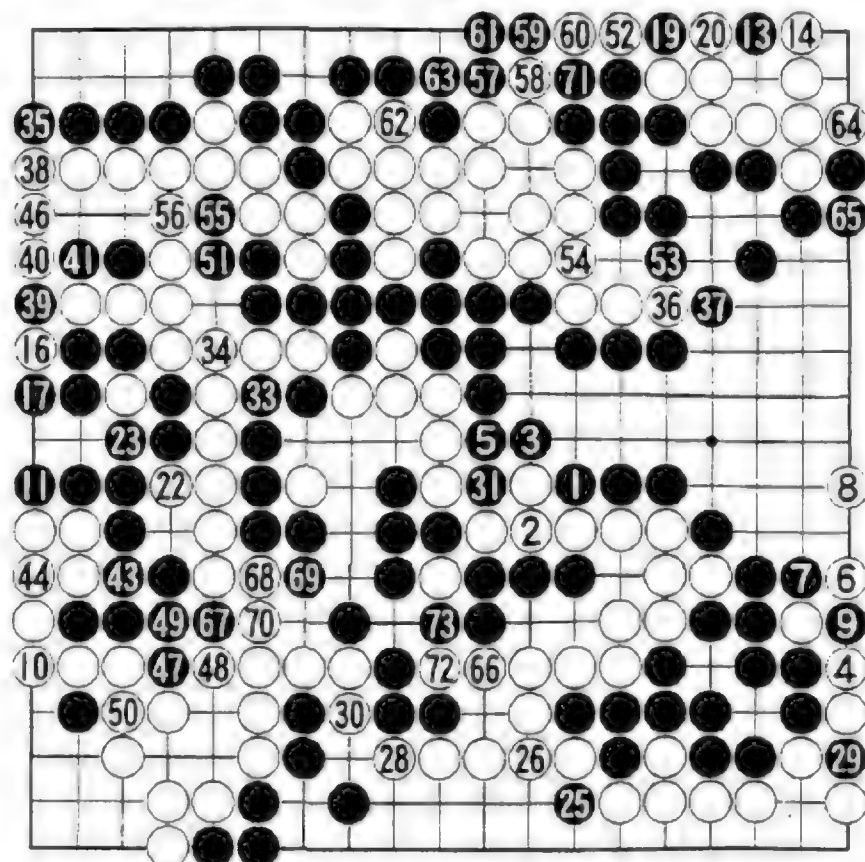


Figure 7 (201-275)

ko (left of 9): 12, 15, 18, 21, 24, 27;
32: captures 29; ko (at 126): 42, 45;
74: connects at 19; 75: connects at 16

5th Samsung Cup Final Game Four

White: Yamada Kimio 8-dan (Japan)

Black: Yu Ch'ang-hyeok 9-dan (Korea)

Komi: 6 1/2

Played on December 14, 2000 in Seoul.

Commentary by Yo Kagen 9-dan

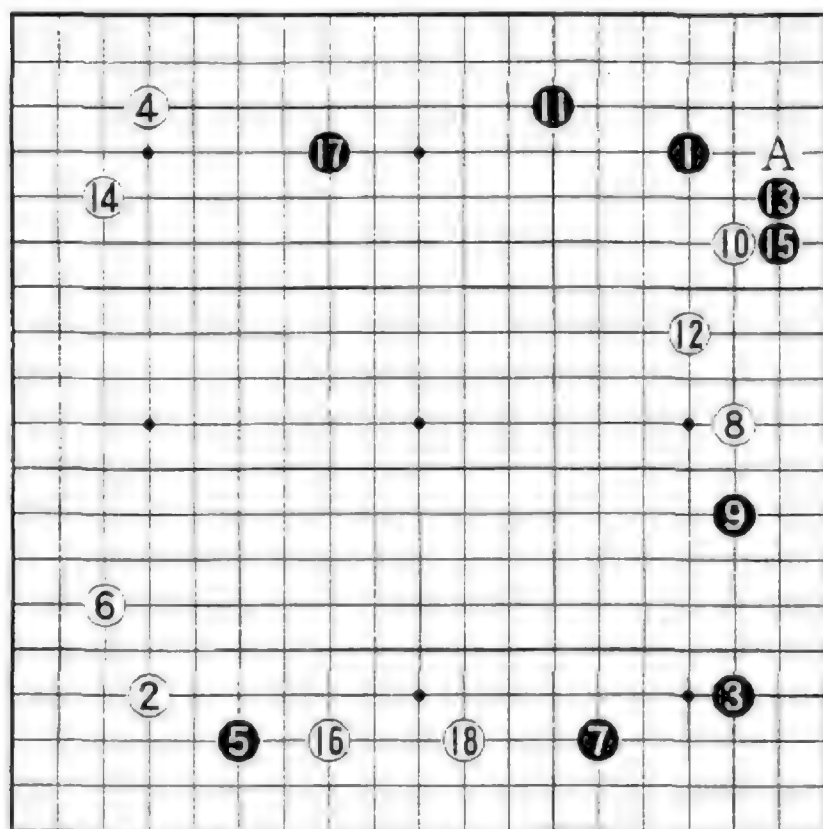


Figure 1 (1-18)

Figure 1 (1-18). The newest opening fad

Black 1 to 7 are an opening that is now being

studied intensively. A while ago, everyone played Black 7 at 18, the mini-Chinese style, but new patterns keep appearing. Yamada makes a typical thick move at White 12, without sliding to A, prompting Black to play 13. Yu continues at 15 because he likes to attack, and because 15 would be a good point for White to take, but the merits of Black 15 are debatable. White is happy with the progress of the game through 18.

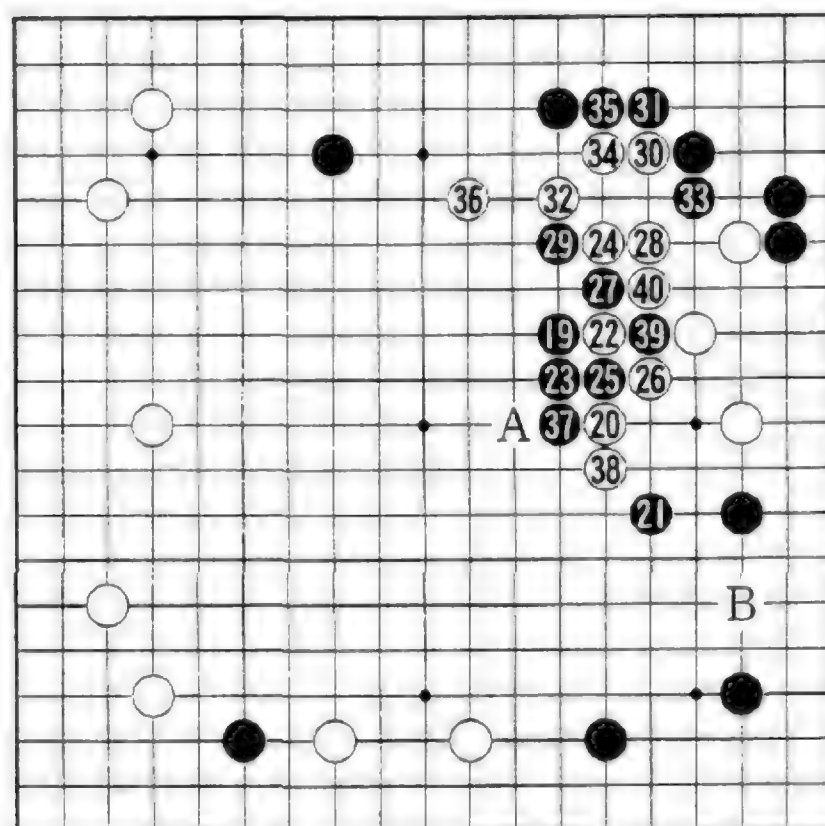


Figure 2 (19-40)

Figure 2 (19–40). Black's attack begins.

Black 19 is Yu's style of attack. Black could follow up at A, but Black 21 is good too, preventing White B and building up the lower right. In the continuation from White 22 to 40, Black solidifies his top right corner, while White makes a splendid jump to 36, isolating the black stone at the top.

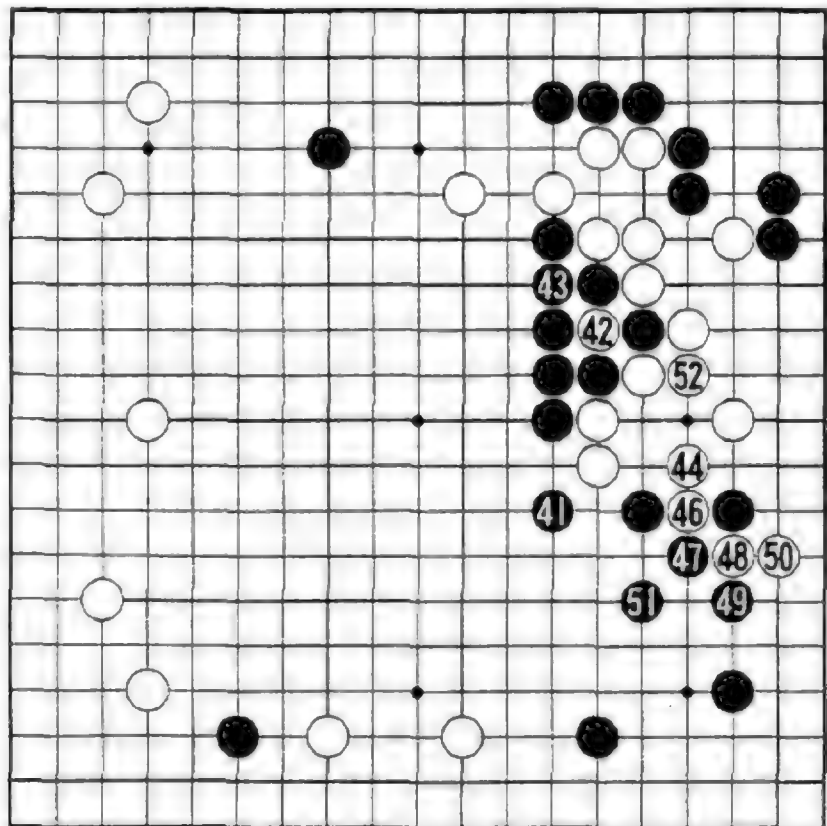


Figure 3 (41–52).
45: takes ko

Figure 3 (41–52). Strength of doubtful value

Black shuts the door on White with 41, but the outside strength he gains doesn't do him any immediate good, because of the two-space white extension at the bottom. Yamada regretted White 46 and 48, saying they were impatient, but these moves look natural to me, and I don't think White is doing badly at this point.

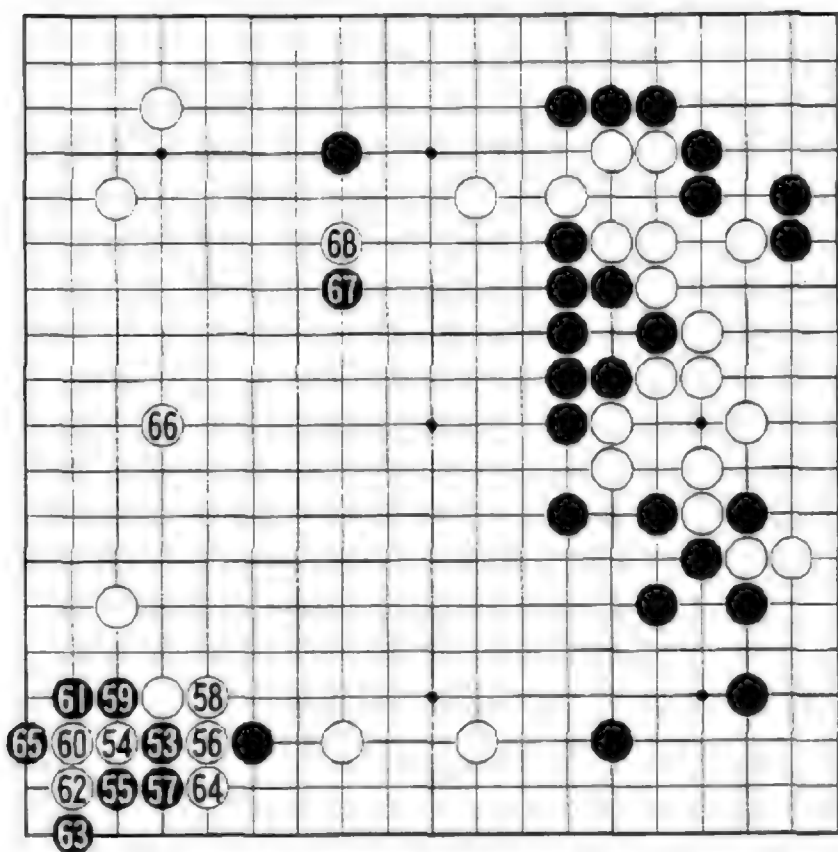
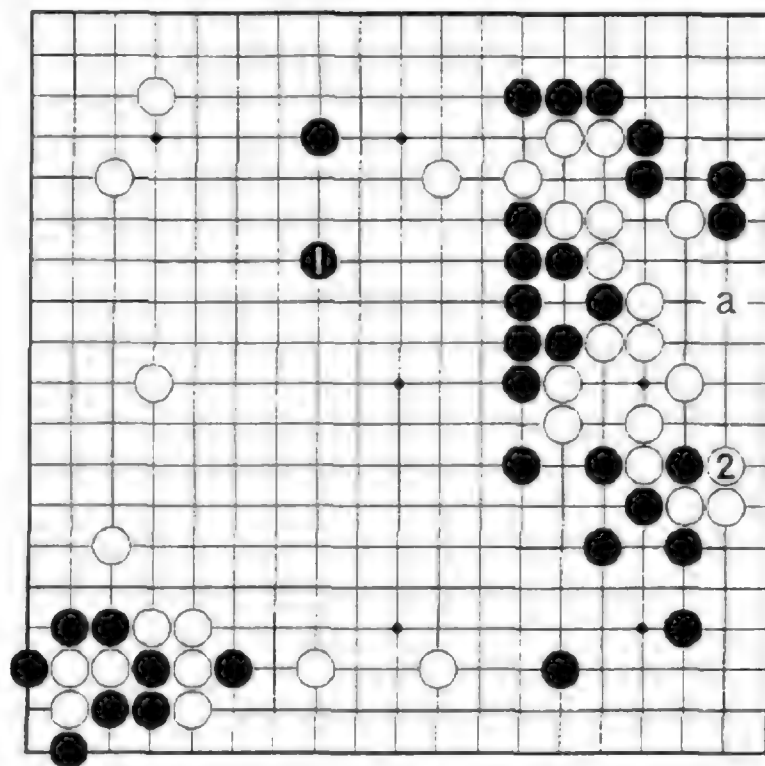


Figure 4 (53–68)

Figure 4 (53–68). White picks a fight.

Black 53 to 65 have become a joseki. Black does not play 59 at 64, followed by White 60, which is also a joseki, because he is worried about eye shape. White slices through at 64 in sente and takes the big point at 66, but then he picks a fight with 68. I would play White 2 in *Dia. 1*. Besides securing White's base, this move is worth at least twenty points in terms of the endgame in the bottom right corner. I don't see why Black didn't play 1 at 2, since that sets up Black 'a'.



Dia. 1

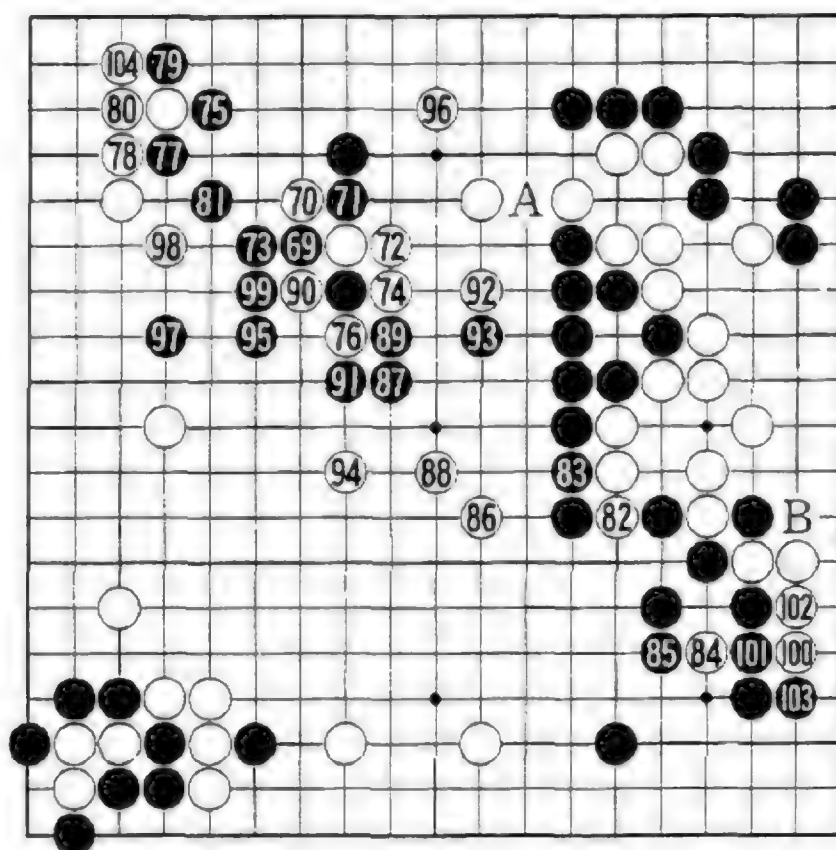


Figure 5 (69–104)

Figure 5 (69–104). A game-losing overplay

To those who like to fight, White may seem to have Black on the run as he gives atari at 76, but Black is also taking a lot of territory at the top, and once Black's group becomes safe, White has to deal with the threatened wedge at A. White 84,

preventing Black B, is a first-rate antidote to this threat, but White's next move at 86 is a bad over-play, a game-loser, too close to Black's strength. Instead of tamely connecting in the neutral area to the right, Black counterattacks with 89. Soon White has to play 96 to stop Black A. If White had moved 86 a little farther back, to around 88, the game might have turned out differently.

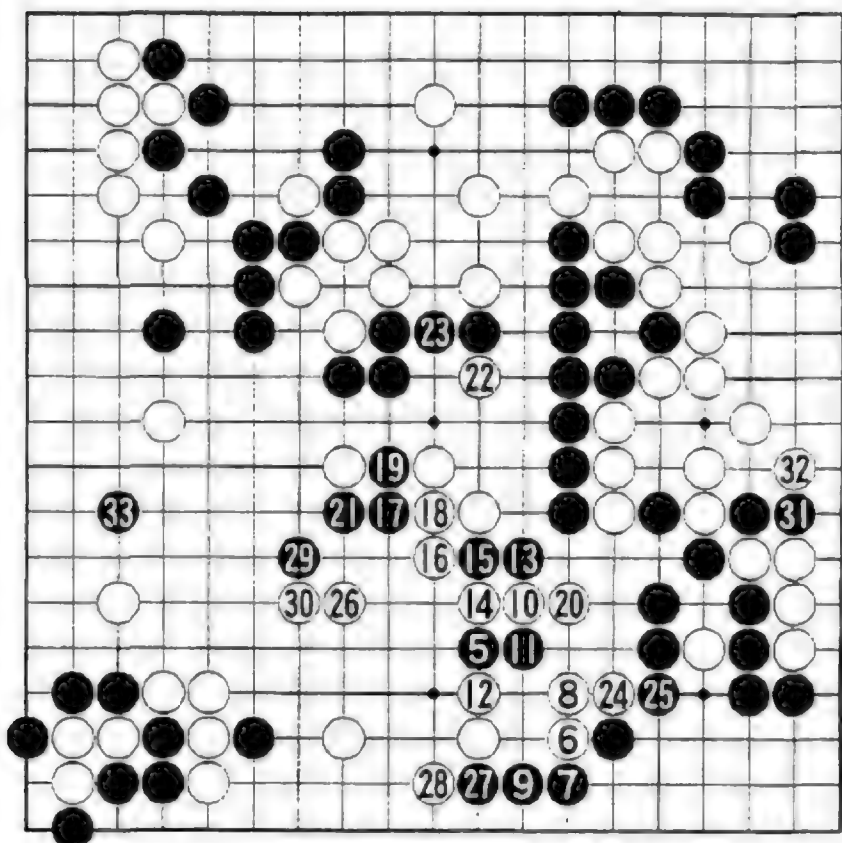


Figure 6 (105-133)

Figure 6 (105-133). Black breaks through.

Black 5 is a key reducing point. The white stones above are too weak for White to expect to save much territory. White does his best and does get some territory by capturing two stones, but Black breaks through with 17 to 21 and also pushes in at 27. White is clearly behind, and Black 33 settles the issue.

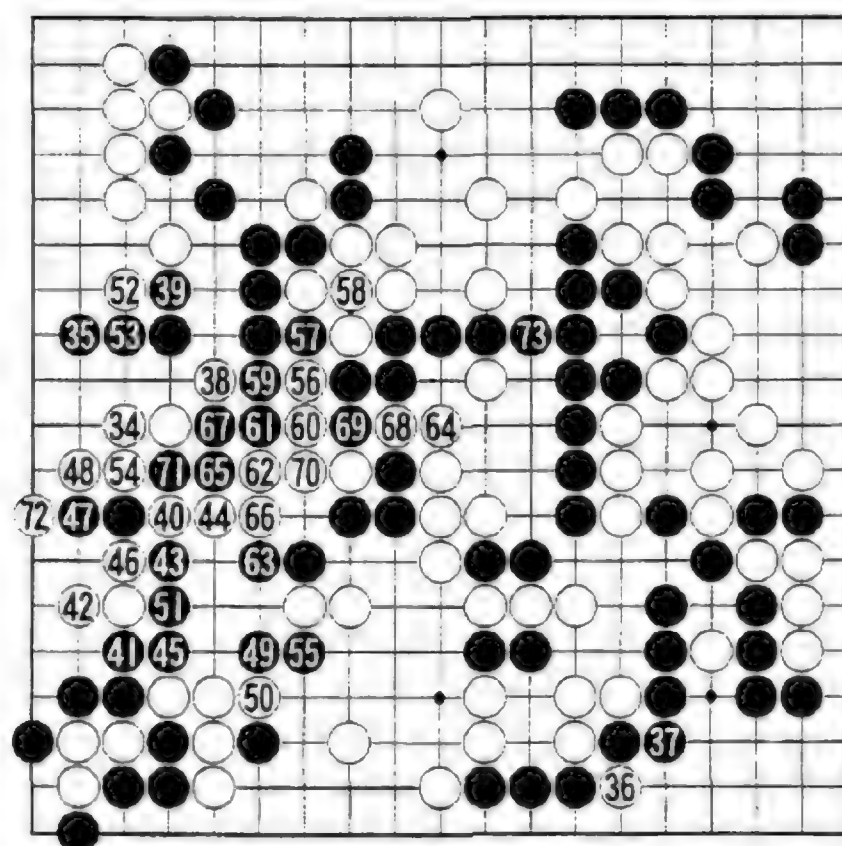


Figure 7 (134-173)

Figure 7 (134-173). A textbook sacrifice

Black 35 shows good judgment. Black 47 becomes a textbook example of the art of sacrifice. By giving up two stones, Black creates a squeeze that lets him play 49. White tries his luck in a capturing race, but Black finds all the right answers and White is destroyed.

White 86 in Figure 5 was the direct cause of White's defeat, but a contributing factor was that he chose to fight on Black's ground.

A footnote: the reason Black does not play 104 in Figure 5, even though he can do so in sente, is that White escapes unscathed by attaching and descending (White 53-Black 52-White 35 in Figure 7).

White resigns after Black 173.

International tournaments from *Go Warudo*, November, 2000. Translated by James Davies.

Play Go Online Using THE KISEIDO GO SERVER (KGS)

The Kiseido Go Server (KGS) is now up and running with go players from all over the world playing games on it. We at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

Kiseido hopes to make this server a place where go players of all ranks can enjoy playing go. A number of strong players are often online and they are happy to play instructional games with kyu-players and comment on their moves after the game using the special KGS editing feature.

The 8th Paedal Wang Title Match, Game Five

Black: Yi Se-tol 3-dan

White: Yu Ch'ang-hyeok 9-dan

Komi: 6½ points; 3 hours each

Played on December 20, 2000.

Commentary by Seo Neung-uk 9-dan.

Nobody imagined that Yi Se-tol's rise to the top would come so fast. Everybody expected that he would have to wait for his time to come, as Yi Ch'ang-ho was firmly at the top of Korean baduk (go). But everything changed in December: Yi Se-tol became a double title holder, and, to round out the year, he was voted Most Valuable Player of 2000 by the Korean Go Association. The situation reminded many Korean baduk fans of Seo Pong-su's emergence 30 years ago. He was then dubbed the 'wild panther', and it now seems that Yi Se-tol is the worthy inheritor of that nickname.



Yi Se-tol

Born March 2, 1983. Became 1-dan in 1995 and 3-dan in 1999. Reached the final tournament of the 2nd LG Cup as a 1-dan. Won the 5th Bacchus Chunweon (Tengen) title and the 8th Paedal Wang title. In the 5th LG Cup, became the lowest-ranked player ever to become the challenger in an international title, and has won the first two games in this best-of-five match against Yi Ch'ang-ho (February 2001). Yi is being hailed as the greatest prodigy since Yi Ch'ang-ho.

The first thing you notice about Yi are his eyes: they seem like those of a panther's, ready to pounce on its prey. One also senses a kind of unconstrained elasticity, able to jump boldly forward with fierce speed. This kind of ferocity is an important virtue in the world of competitive games.

Paedal Wang Title

Sponsored by Korean PC Communications. Total prize money: ₩(won) 200,000,000 (about \$157,000), with ₩30,000,000 for the winner, making it the third richest Korean title. Paedal is the old name for Korea, so Paedal Wang means 'Go King of Korea'. This tournament is also known as 'The @016 Cup'.

From Yu Ch'ang-hyeok's standpoint, Yi must have been a perplexing opponent. On the one hand, here was a 3-dan challenger, 16 years his junior; easy pickings for a player of Yu's caliber? On the other hand, Yu had to take into account the fact that Yi beat the two strongest players in the world, Cho Hun-hyeon and Yi Ch'ang-ho, in the tournament to decide the challenger. Defeating Yi Se-tol was not going to be a piece of cake.

Now with the title match having gone down to the wire, with each player having two wins, it was clear that Yi was Yu's equal, so no one could predict who would win in the final and deciding game.

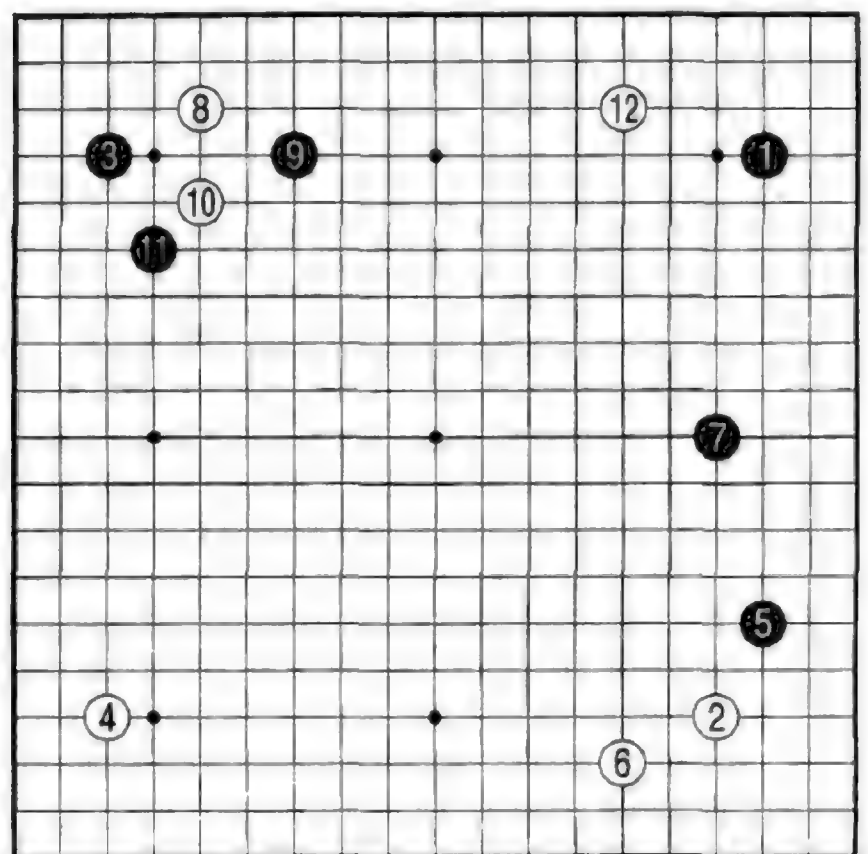
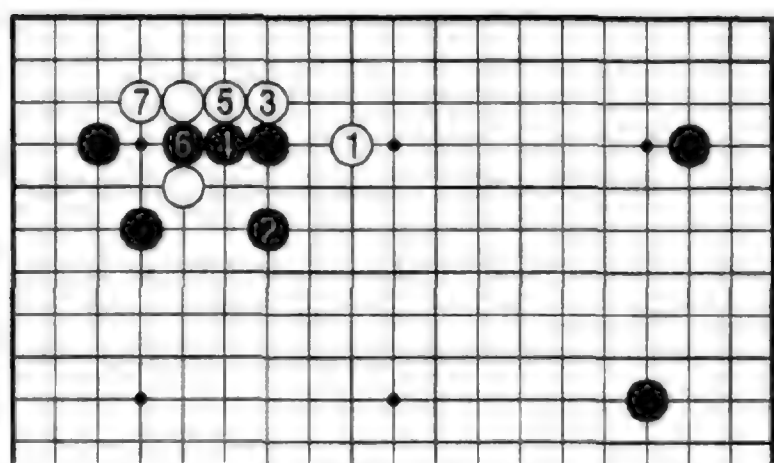


Figure 1 (1-12)

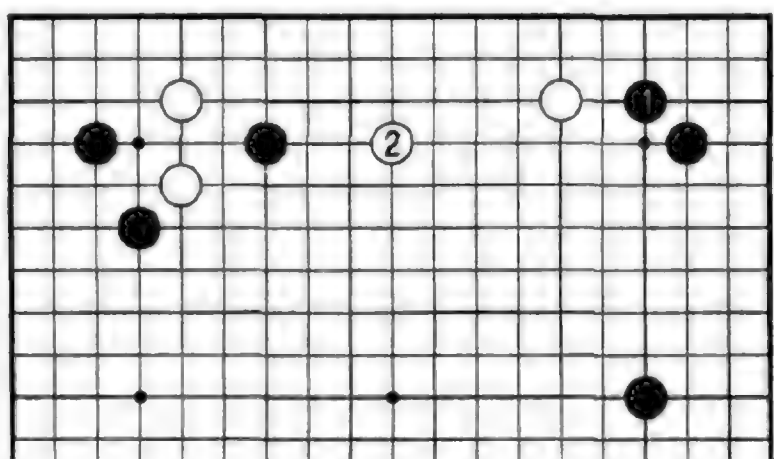
Figure 1 (1-12)

Yi started with two facing komokus at Black 1 and 3. This pattern was popular and thoroughly analyzed well before his birth, but to the current generation of go fans, who have seen only 4-4-point openings recently, this old-fashioned opening had a feeling of fresh air.



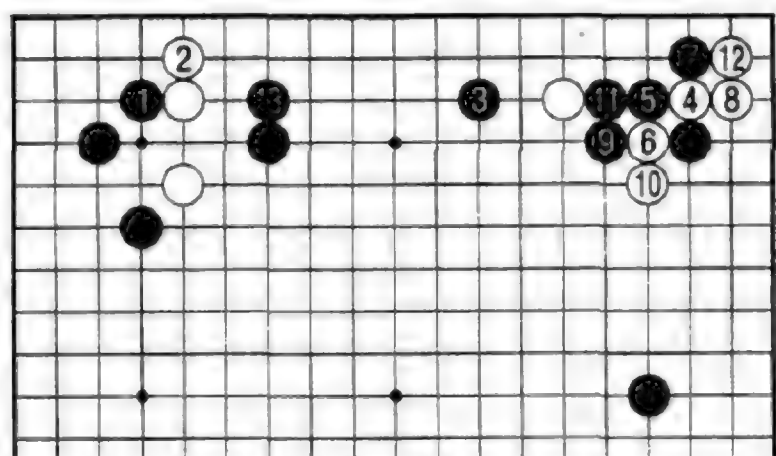
Dia. 1

White 12 is a difficult choice. The first move White would think of is 1 in *Dia. 1*, but White doesn't want to give Black so much central thickness so early in the game.



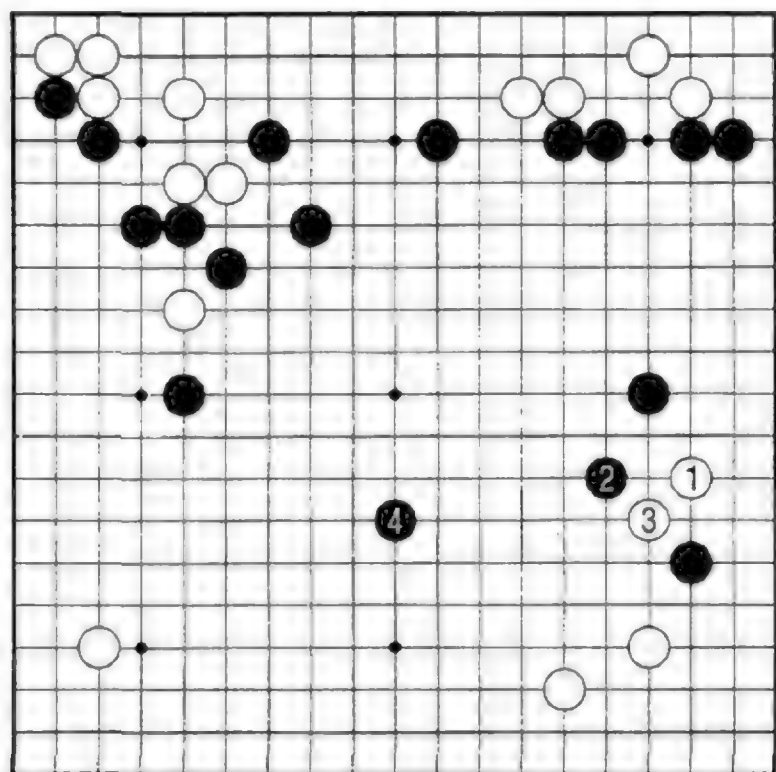
Dia. 2

Of course White would like to have Black answer as in *Dia. 2*, but this is asking for too much. White 2 is a perfect move, combining an extension with a pincer. Black cannot allow this. Seo Neung-uk, the commentator, suggested the sequence in *Dia. 3* as his 'first impulse', but Yi came up with an even more convincing line of play.



Seo Pong-su 9-dan lit up with a wide smile and added: 'If you can win with this strategy, that will make for a more exciting game than a territorial one where you end up ahead by only a few points. But you have to realize that moyos, influence, and thickness are only "potential" and cannot be counted as territory.'

White 30 is another hard decision — it seems as if White gets all the hard problems. The amateur 3-dan questioned this move, since it seemed to solidify Black's territory, turning potential into real territory. The amateur wanted to jump in at A, but it didn't take half a second for Seo Neung-uk to reply: 'That would be a thank-you move.' He then laid out *Dia. 7*, where Black continues to play on a grand scale, similar to Takemiya's style, firmly establishing a superior position.



Dia. 7

Instead of 2, Black could also directly attach on top of White 1. Either way, White gets an unsatisfactory result. But why was White 30 in *Figure 2* better than White 1 in *Dia. 7*? Seo Neung-uk was looking for a more precise move.

Figure 3 (30–38)

White 30 had a great impact on the flow of the game. Black has to resist the urge to defend his 'territory' with the sequence in *Dia. 8*. This is exactly what White is hoping for. Therefore, Black 31 is the obvious counter. White has no special reason to be dissatisfied with the result up to 35. However, there is a more composed, flexible way to play: White 1 in *Dia. 9*. If Black resists, White 3 feels a much better than 34 in the game, and, if Black backtracks as in *Dia. 10*, it's good enough to attach and extend with 3 and 5, having forced one's will on the opponent. White 30 is both an

underplay and an overplay. It may only be a matter of style, but *Dias. 9* and *10* look more convincing.

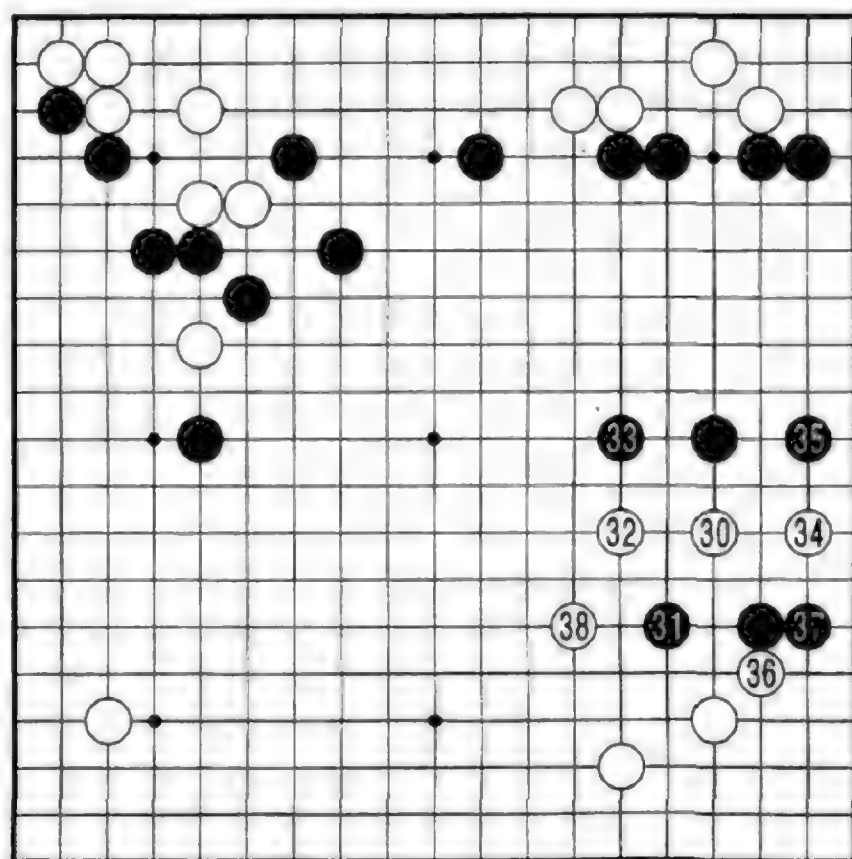
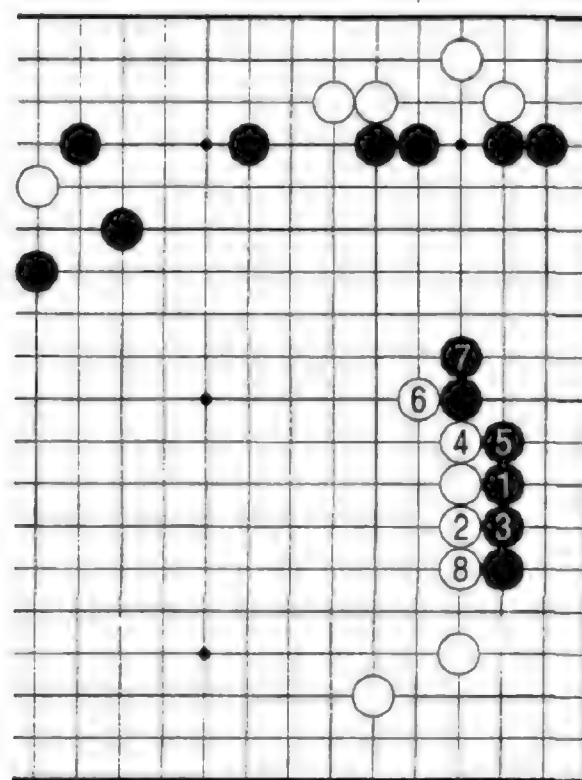
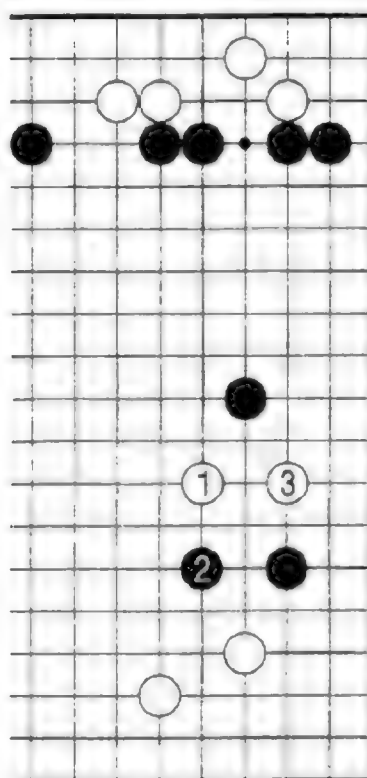


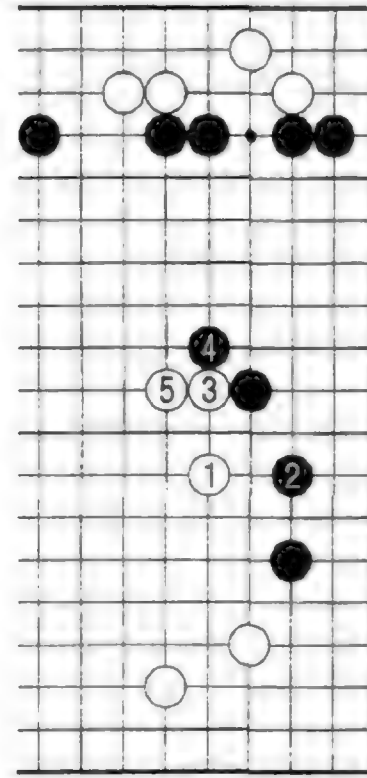
Figure 3 (30–38)



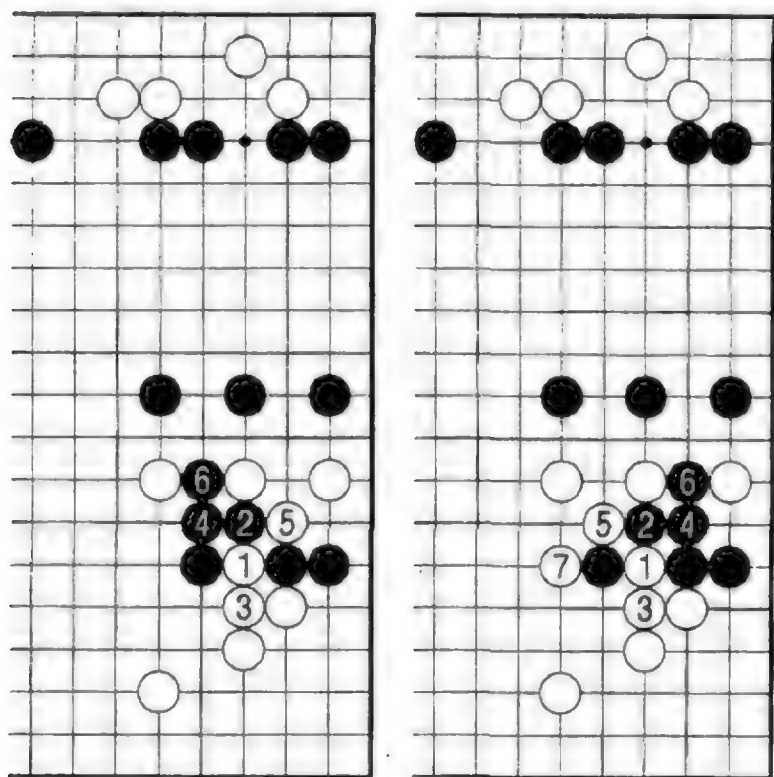
Dia. 8



Dia. 9



Dia. 10



Dia. 11

Dia. 12

Black has to descend with 37. Novices might be scared of White 1 in *Dia. 11*, but Black is satisfied with the continuation up to 6, as his central influence is quite effective. Players who haven't developed a whole-board sense might choose *Dia. 12*, but White's influence up to 7 outweighs Black's territorial gain. The Baduk-TV commentator Im Seon-keun 9-dan cautiously said he didn't know whether or not White 38 was a questionable move. There was a more restrained move.

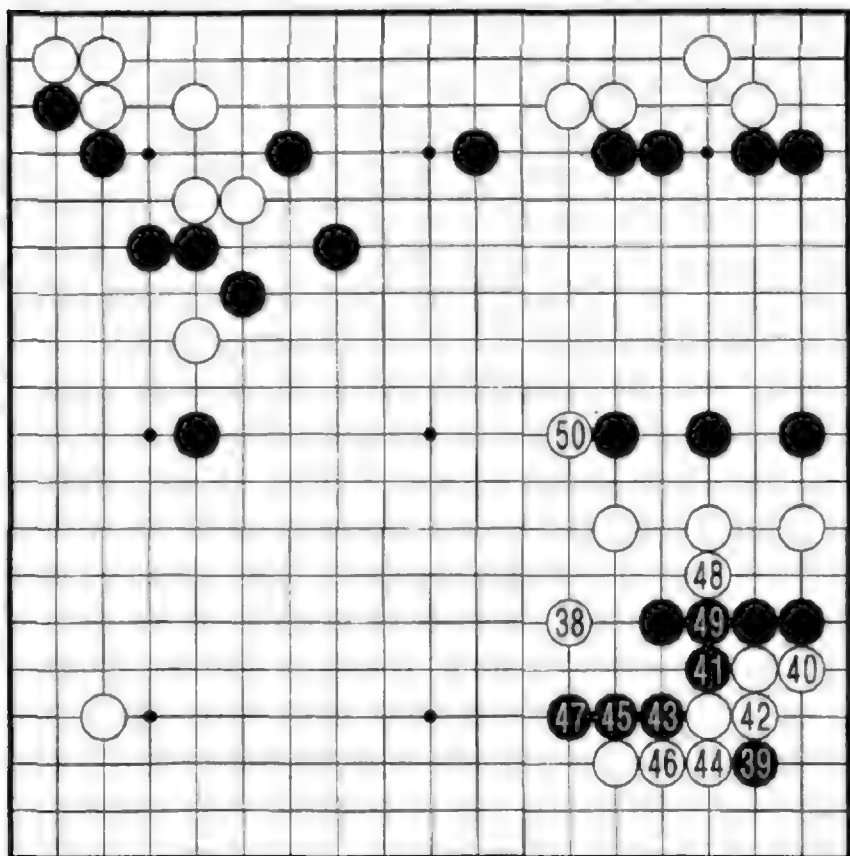
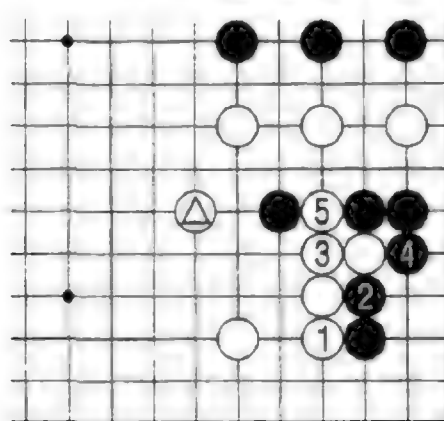


Figure 4 (38-50)

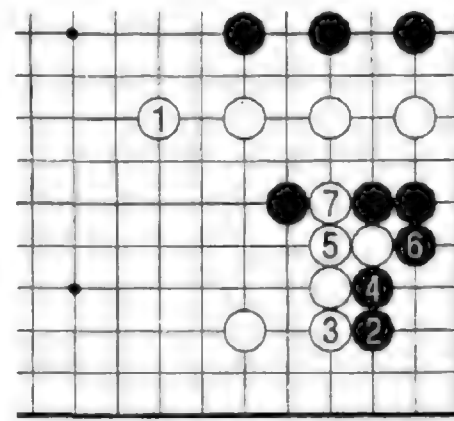
Figure 4 (38-50)

'Attack with the knight's move' is a well known go proverb, and at first glance White 38 seems to be the appropriate move. But when Black invades at 39, White's attack takes a strange turn. If White answered naturally with 1 in *Dia. 13*, the marked stone would end up misplaced. Therefore,

it would have been better for White to attack more leisurely with 1 in *Dia. 14*. If Black continues as before, White's position is more expansive. The commentator for the Educational Broadcasting Service, Yang Sang-guk 8-dan, proposed blocking at 44 instead of 42. Even though it would be unsatisfactory locally, the result would not be as bad as the one in *Dia. 13*. But that would go against the the grain for Yu, who always emphasizes the efficiency of stones.

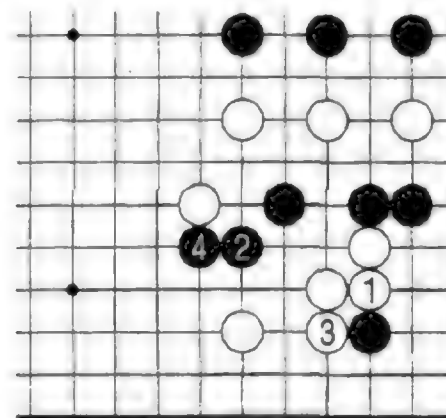


Dia. 13



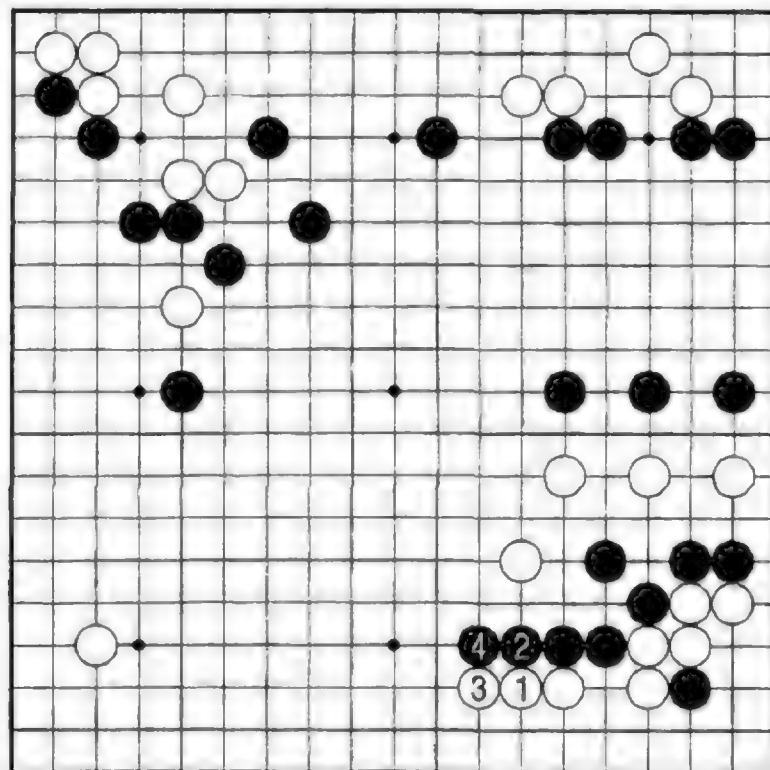
Dia. 14

After White plays 40, the continuation up to 47 is forced. Another possibility for White 40 is White 1 in *Dia. 15*, but after Black 2, White has to reinforce with 3 and White's stones on the outside are suddenly under attack.



Dia. 15

White 46 is the proper move; if White 1 in *Dia. 16*, Black gets additional forcing moves that weaken White's stones above.



Dia. 16

After Black played 47, one of Yu's amateur fans remarked: 'Looks like a sure win for White — he lives in all four corners.' Seo Neung-uk was nodding in agreement, but Im Seong-keun was not convinced and said: 'Black has no reason to complain after poking his head out with 47.' Yang Sang-guk took the middle ground: 'Well, this is where the game begins. Black has a lot of influence, but White has taken some profit and has sente as well.'

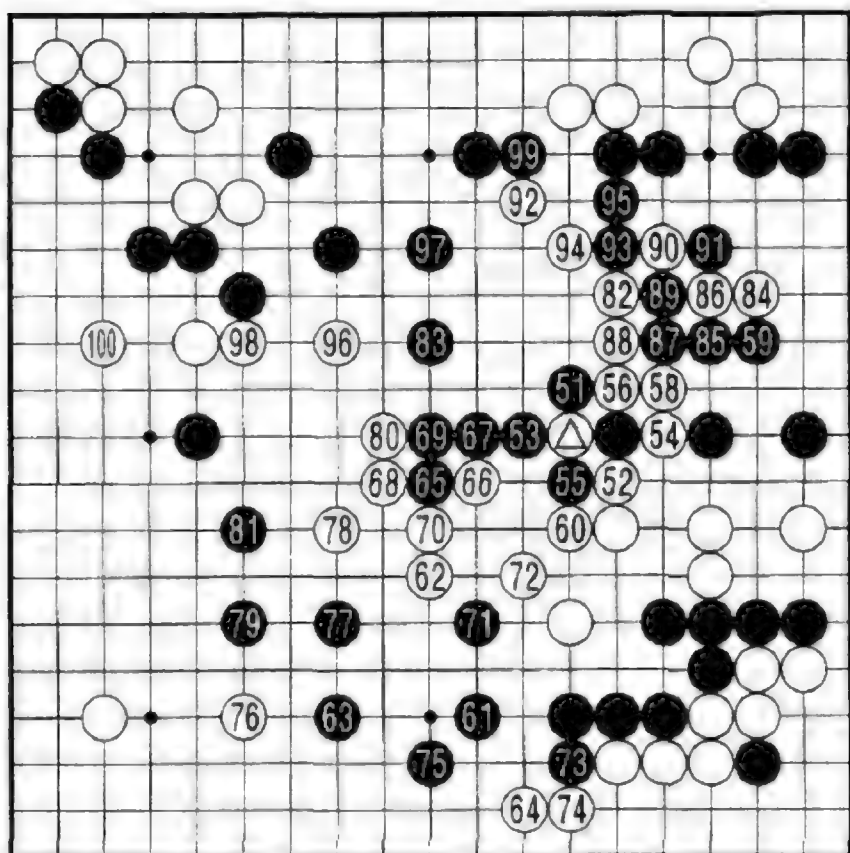
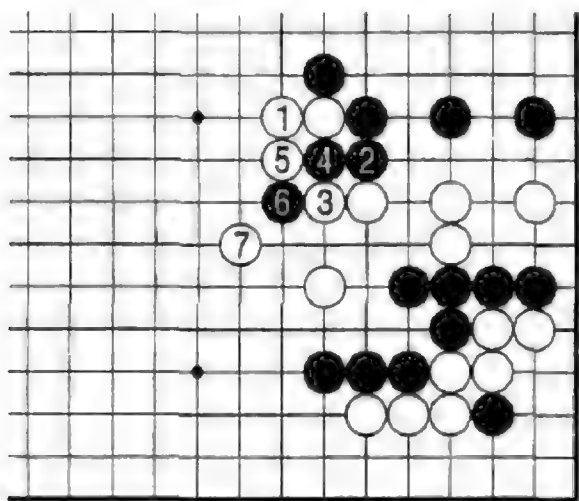


Figure 5 (51-100)

57: connects at the marked stone

Figure 5 (51-100)

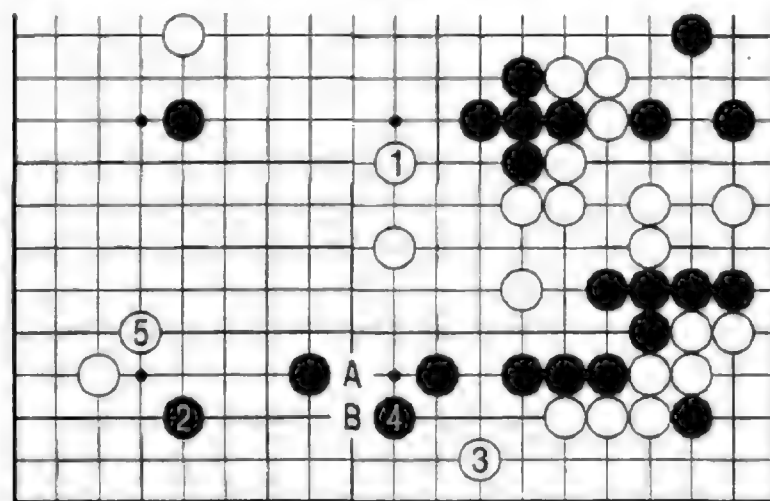
With 52 White finally starts his operations against Black's influence. If Black gives way with 53 at 56, White will extend to 53. But Yi is not going to fall in line with White's plans. Instead of 52, White could also have extended to 1 in *Dia. 17*. Black 2 to 6 would be fierce, but White could hold his own with 7, as Black's group below is still weak. Black doesn't have the power to go for profit in the center.



Dia. 17

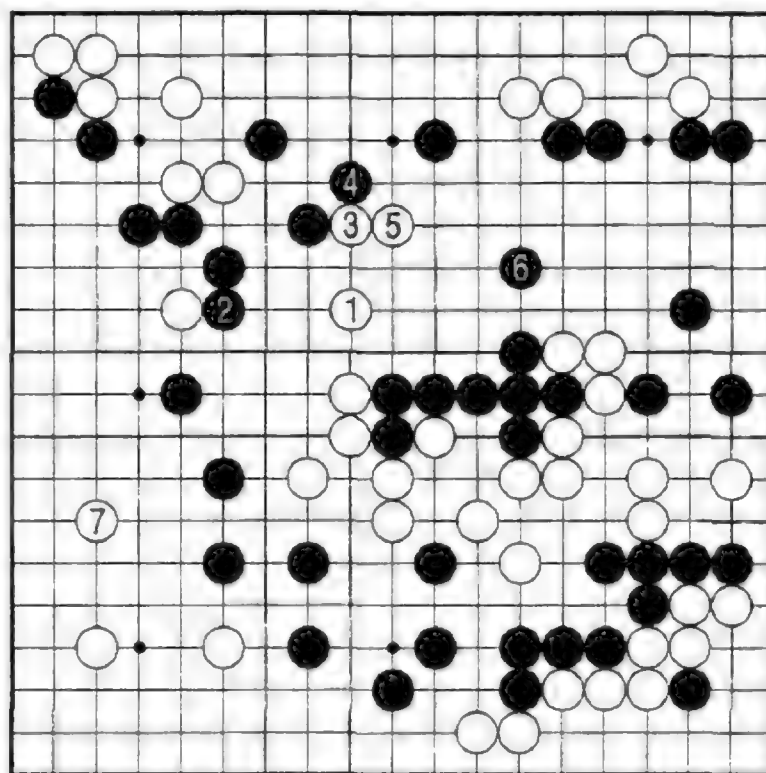
Black 57 seems unusually submissive. If only

Black had enough ko threats, he'd fight the ko with Black 58, but, as it is, Black can't help connecting.



Dia. 18

Instead of 64, White should first strengthen his group in the center with 1 in *Dia. 18*. Black 2 is a nice move, but White 3 is sente (if Black omits 4, White A, followed by Black B, White 4, is fierce) and White can next play 5 for a satisfactory result, considering that he took the focal point in the center. Much to White's displeasure, it was Black who took this point with 65, thereby controlling the center. From Black 77 the numerous one-space jumps that are played with Black 77, 79, 81, 83, and later 97 give this game a rather surreal look.



Dia. 19

Instead of White 82, most of the pros analyzing this game wanted to play White 1 in *Dia. 19*. If Black answers at 2, White's position would be satisfactory after 3 to 7. But Yu seemed to dislike the idea of abandoning the white stone on the left side so simply.

White 84 is another skillful inducing technique, forcing Black to force White to play the points he wants. Hence, White is finally able to play 96 and 98, saving the stone on the left side that had concerned him for some time.

‘White’s position looks promising, doesn’t it?’ Yang Sang-guk asked Seo Neung-uk. That was just before the next turnaround in the game.

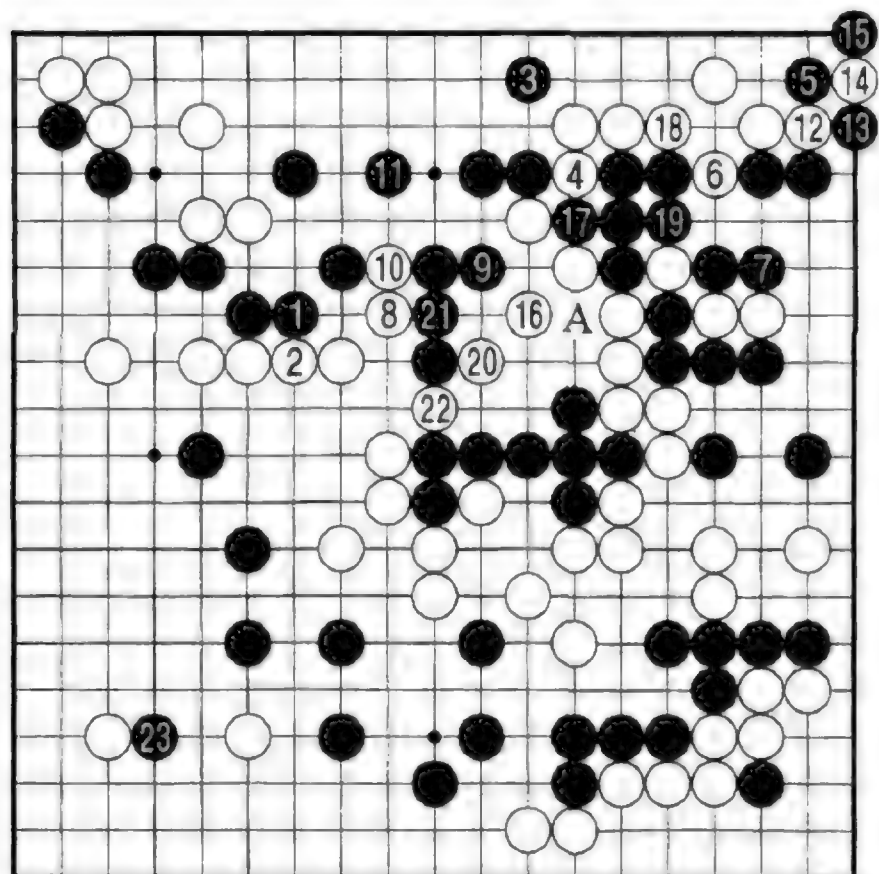
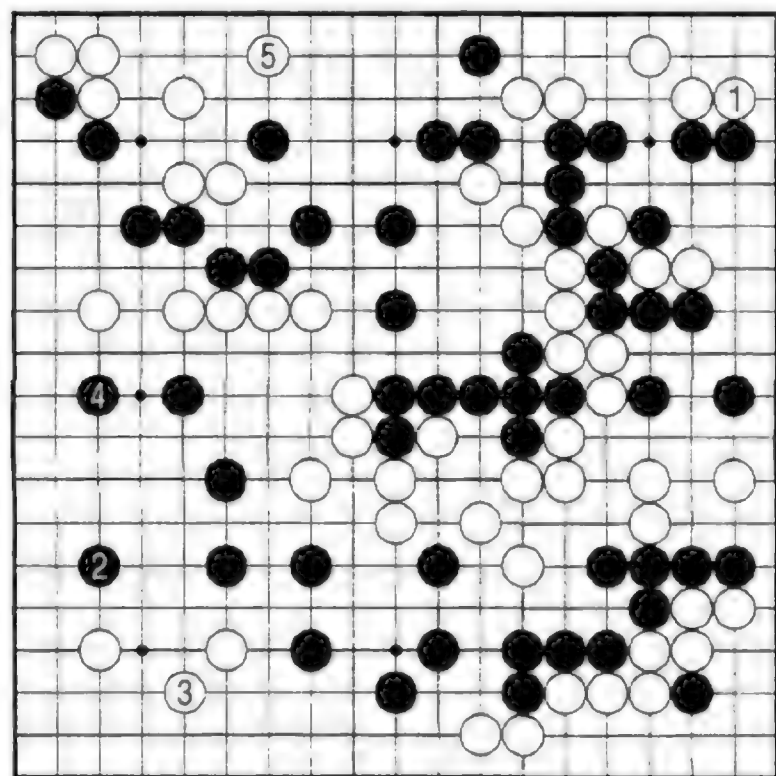


Figure 6 (101-123)

Figure 6 (101-123)

With Black 3 the game enters the big endgame. The fight in the center has settled down and now it’s time to solidify the borders. Seo Neung-uk was anticipating White 1 to 5 in *Dia. 20* and saying that Black would have difficulties overcoming the large 6½-point komi. But then White 4 appeared on the monitor.

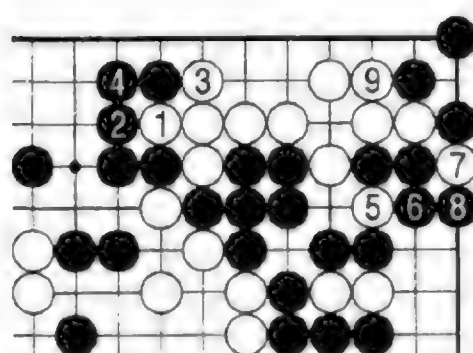


Dia. 20

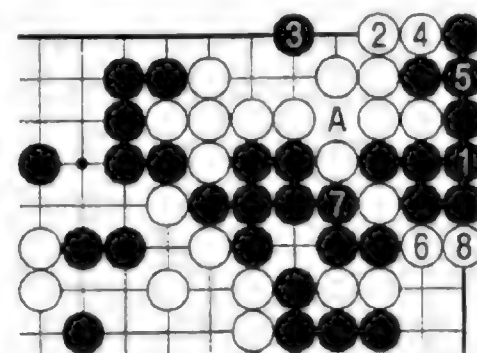
‘What is he doing?!’ Seo shouted in surprise. Of course, Yi immediately seized his chance with Black 5. Suddenly White was in dire straits.

White 4 was a momentary blackout — Yu was

expecting Black to answer at 17 (giving Black bad shape). White would then play 12. But, contrary to his expectations, White had to suffer Black 5. Now even if White connected at 17, Black could still cut at A. White was at loss for an answer. Im Seong-keun commented: ‘Yu seems to have had a bad hallucination.’ Yang Sang-guk nodded in agreement. But can the white group live? At the time, the author (No Seung-il, an amateur 5-dan at the Hanguk Kiwon) was convinced the white group in the upper right was alive, and said so isn’t it?’. ‘How?’ he was asked. He showed *Dia. 21*, ‘This seems to live?’

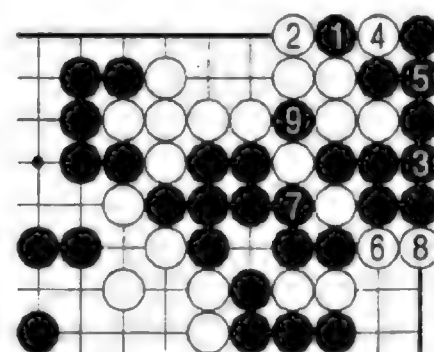


Dia. 21



Dia. 22

‘And then?’ This was the question he was waiting for. He quite confidently laid out *Dia. 22*, which ends in a ko; the ko places too heavy a burden on Black for Black to fight it.



Dia. 23

But the next moment Im removed Black 1 in *Dia. 22* and showed *Dia. 23*. Up to Black 9 a double ko develops, so White is dead. We don’t know if Yu saw this, but he suddenly switched to 20 and 22 in the center.

‘Oh! The black center has died. So is it still countable?’ asked the author, but nobody answered. The author took another look and saw that Black could start a ko at A to rescue his stones.

Black now switched to the lower left corner and attached with 23.

Figure 7 (124-164)

White 24 is the strongest resistance. White 1 in *Dia. 24* would be hopeless.

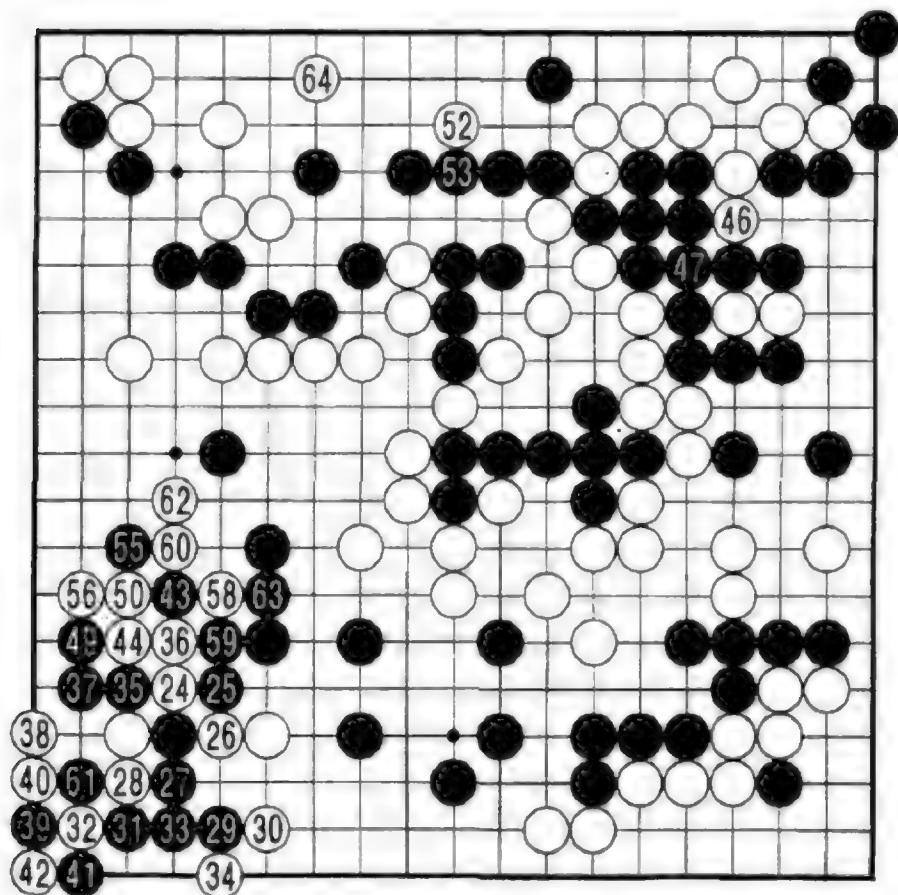
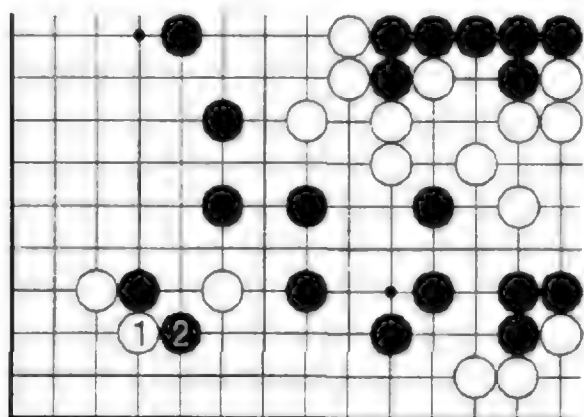
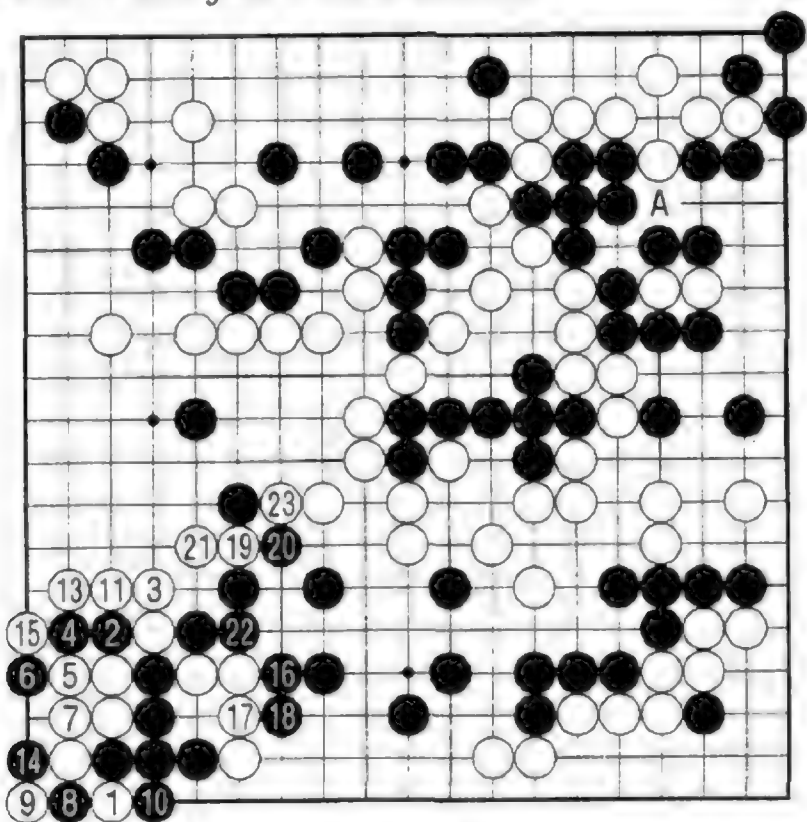


Figure 7 (124-164)
45, 51, 57: at 39; 48, 54: at 42

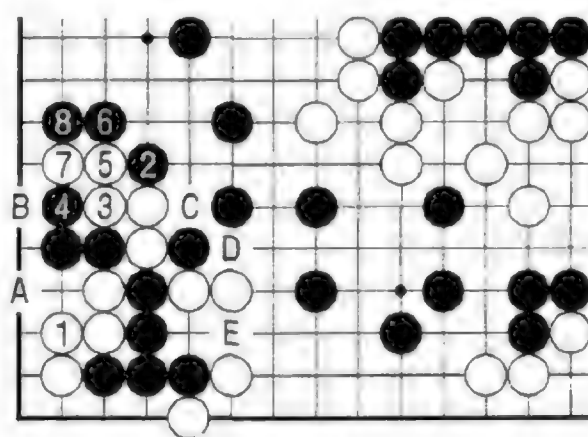


Dia. 24

Black 33 is a tesuji. The result is a huge ko in the corner, but White 34 is the final mistake. Dia. 25 shows a better way for White. Another ko develops, but this one is less expensive for White. Seo Neung-uk showed the continuation up to 23: fighting the ko is unreasonable for White, as he has only one ko threat at A. The result of the exchange leaves White just a little behind.



Dia. 25
12: takes ko



Dia. 26
12: at 8

In the sequence in Figure 7, White 38 is a move worth noting. One would like to connect solidly at 61, but Dia. 26 would follow. White would collapse, as the exchange of White C-Black D would make Black E possible. But if White 1 is at A (38 in Figure 7), White can connect at B!

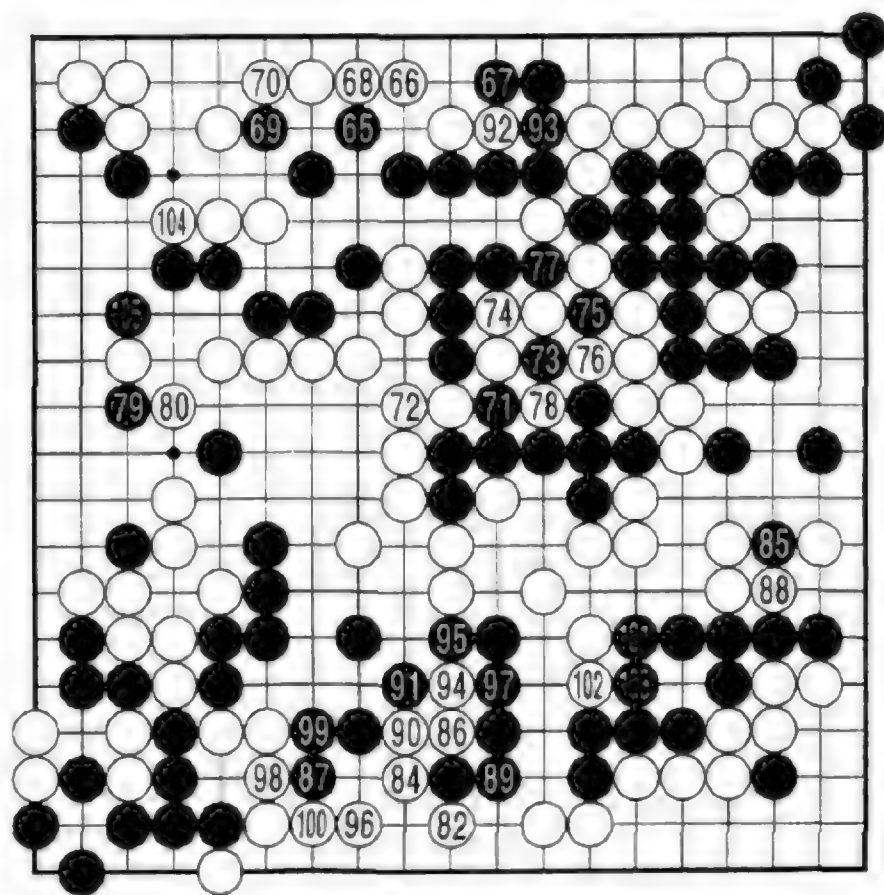


Figure 8 (165-205)
81: at 73; 83: at 75

Figure 8 (165-205)

For the rest of the game, White is just getting ready to resign.

As the saying goes, 'Important games are never masterpieces,' and this game collapsed in one instant in the early endgame, like a bowstring snapping just when the bow is fully drawn. The archer's effort was all in vain.

205 moves. White resigns.

From an article by No Seung-il in *Baduk* February 2001. Translated by Franz-Josef Dickhut. Commentary by Seo Neung-uk 9-dan.

Takemiya: A Player with Heart

Takemiya Masaki tends to be a little inarticulate when discussing go. The reason is that he is a strongly intuitive player for whom the most important thing is that a move 'feel' right. In fact, 'feel' or 'feeling' (*kanji*) is his favourite word.

That being so, it might be fair to describe Takemiya as 'a player with heart'. Well, here are two games providing some objective evidence. They are Games Seven and Eight from the Nong Shim Spicy Noodles Cup, a team tournament among Japan, China and Korea.

Takemiya vs. Mok

White: Takemiya Masaki 9-dan (Japan)

Black: Mok Chin-seok 5-dan (Korea)

Komi: 6½; time: one hour each.

Played in Seoul on 28 November 2000.

Commentary by Takemiya (in quotes).

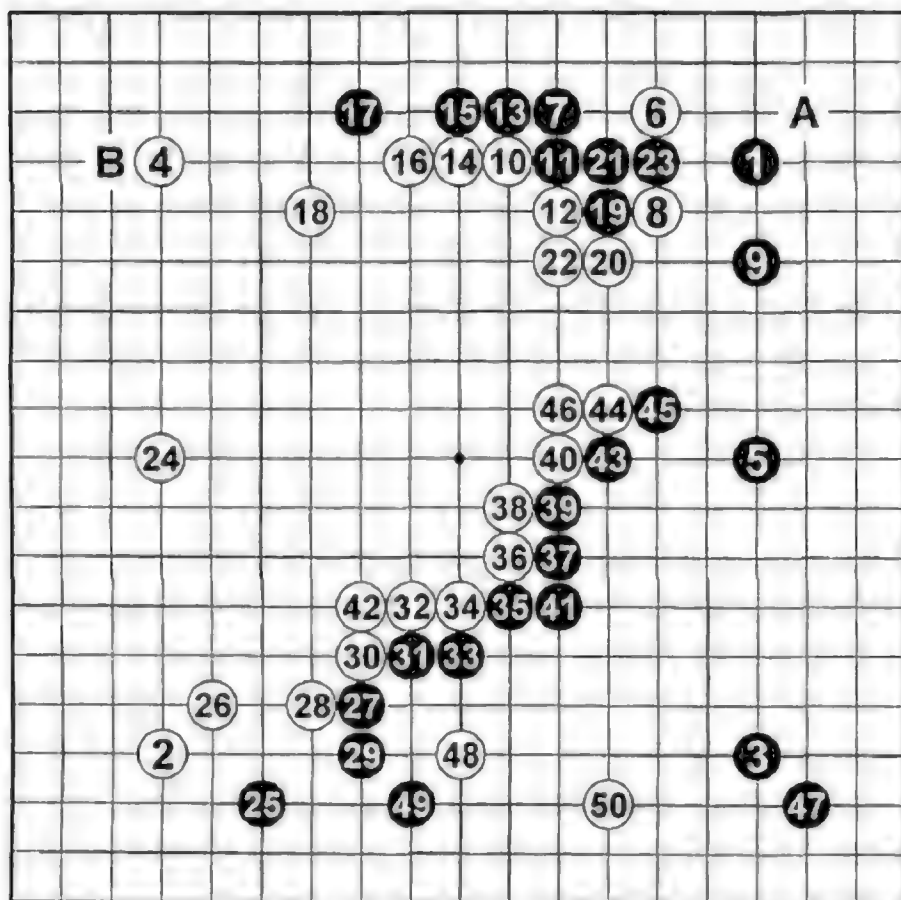


Figure 1 (1-50)

Figure 1 (1-50). Moyo contest

The 20-year-old Mok, who came third in the 13th Fujitsu Cup, is one of the few players in Korea who likes large moyos.

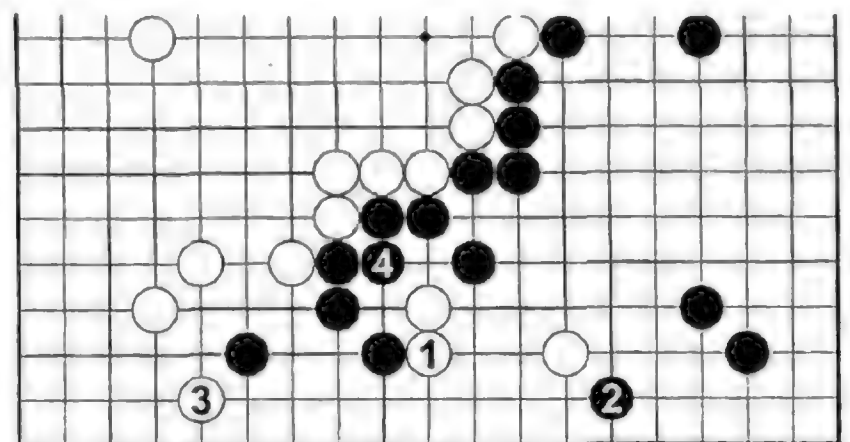
White 18 is said to have been invented by Takemiya.

Black 19. 'Playing 19 to 23 immediately is

clearly bad, as it gives White a perfect move at 24. White can still play at A in the top right corner.'

White 26 is Takemiya style. Mok tries an interesting strategy with 27. 'It's difficult to know how to answer this. I just relied on inspiration.' In a flash, one side of a heart shape comes into being with 28 to 46. 'This doesn't feel bad. At times like this, the only thing you can do is trust yourself.'

It's a bit surprising to see Takemiya turn to *shinogi* with 48 and 50. 'I was well aware that if I made the forcing exchanges of 1 to 4 in Dia. 1, then defended at B in the figure, I would have been ahead, but it just seemed to be so easy to live.'



Dia. 1

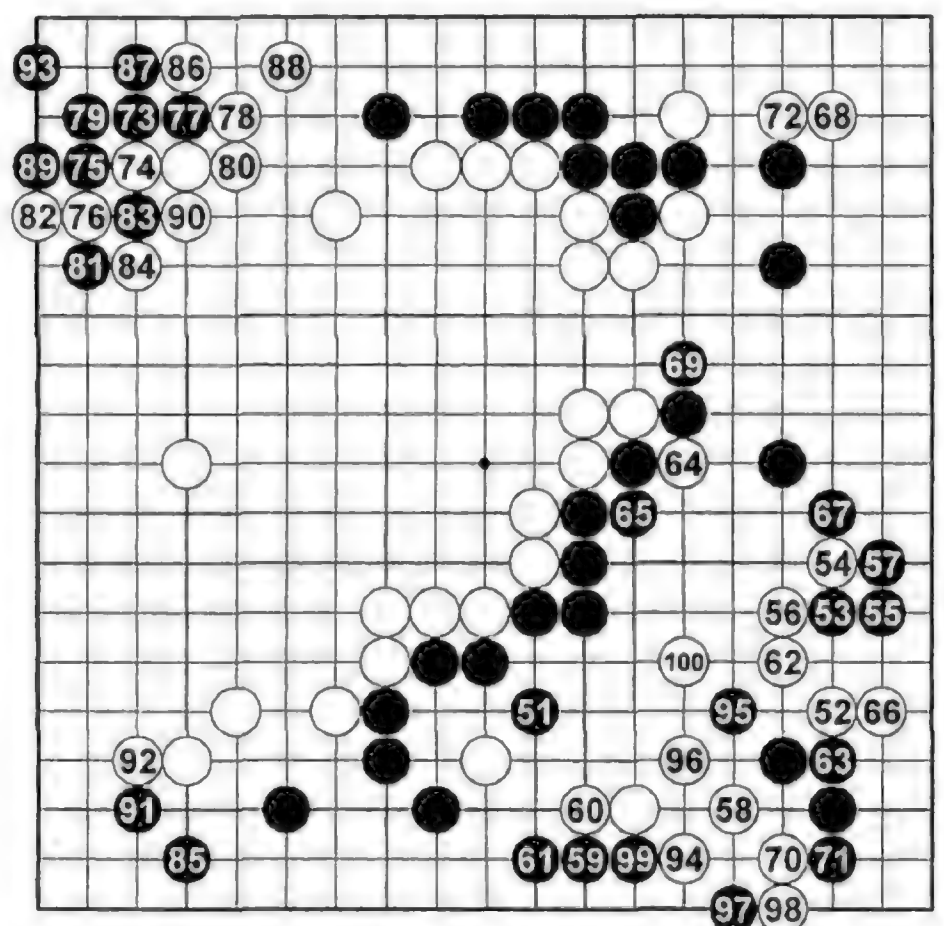


Figure 2 (51-100)

Figure 2 (51-100). The invader dies, but ...

White 60 is a bad move.

White 62. If instead White exchanged A

for Black 67, then made a diagonal connection with White 95, the group should be able to live.

'Black 63 was a clever move. This hurt. There seems to be no way to live after this.'

Not only does the group die, White B is no longer sente, so White has suffered a large loss. However, Mok must have become overconfident. He chose the facile path with 73. By 10 in Figure 3, White has a big lead. Instead of 73, Black should have fought harder, attaching at 74.

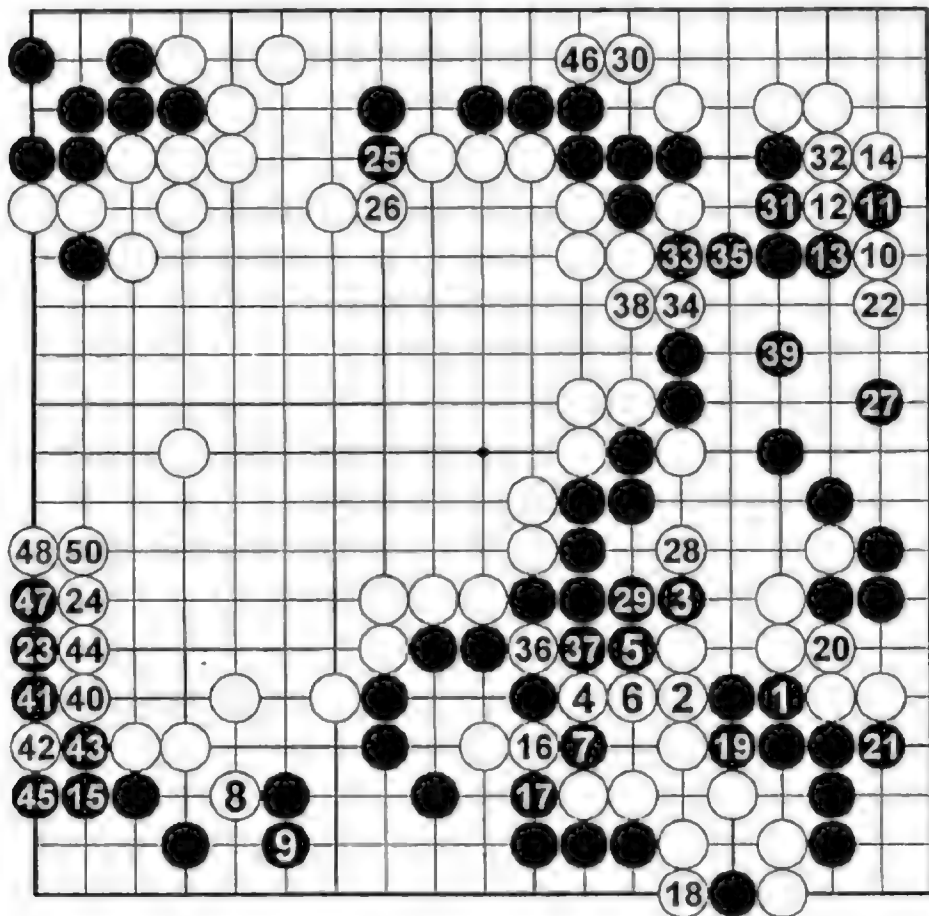


Figure 3 (101-150)

49: connects

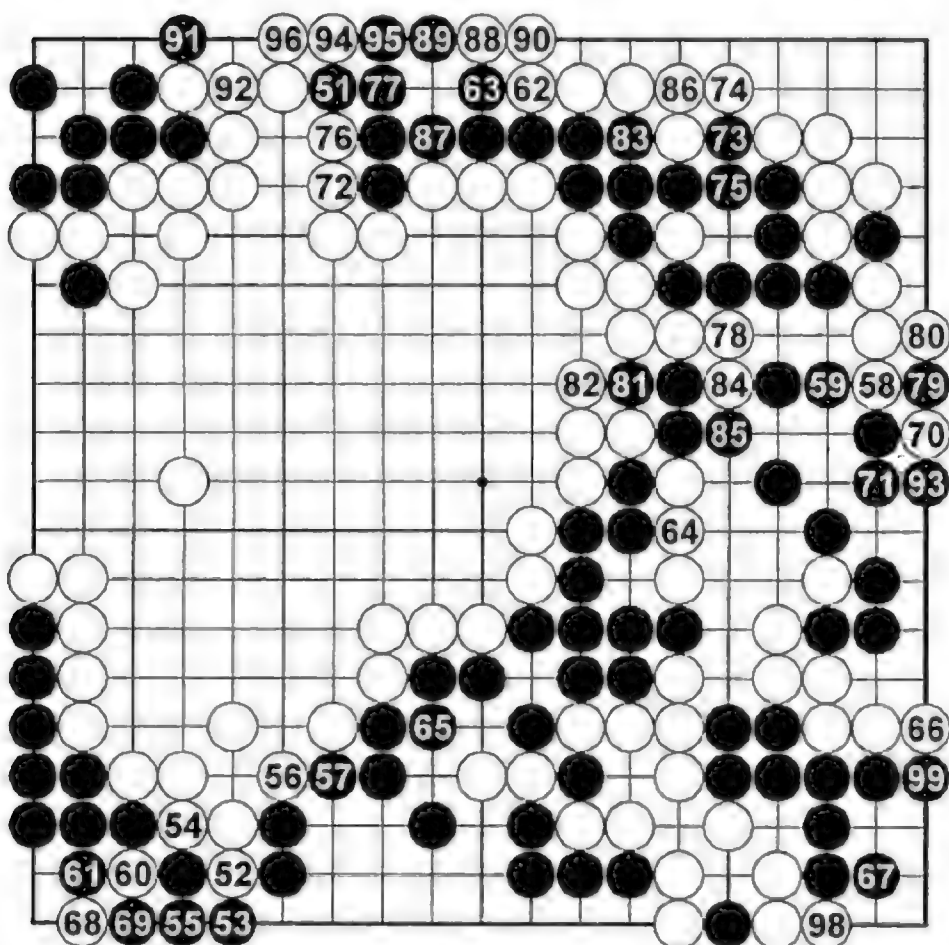


Figure 4 (151-200)

97: ko; 100: ko

Figure 3 (101-150), Figure 4 (151-200)

The left side of the heart may be missing, but still the final shape of White's moyo is quite a good rendition of a heart shape.

Moves 201-253 omitted.

White wins by 10½ points.

Takemiya vs. Chang Hao

White: Takemiya Masaki 9-dan (Japan)

Black: Chang Hao 9-dan (China)

Played on 29 November 2000.

Commentary by Takemiya.

Figure 1 (1-50). Black's good start

Black 25 and 27 took Takemiya by surprise. The continuation to 45 in Figure 2 was 'perhaps a little slack'. In other words, it seems to give Black a little too much territory.

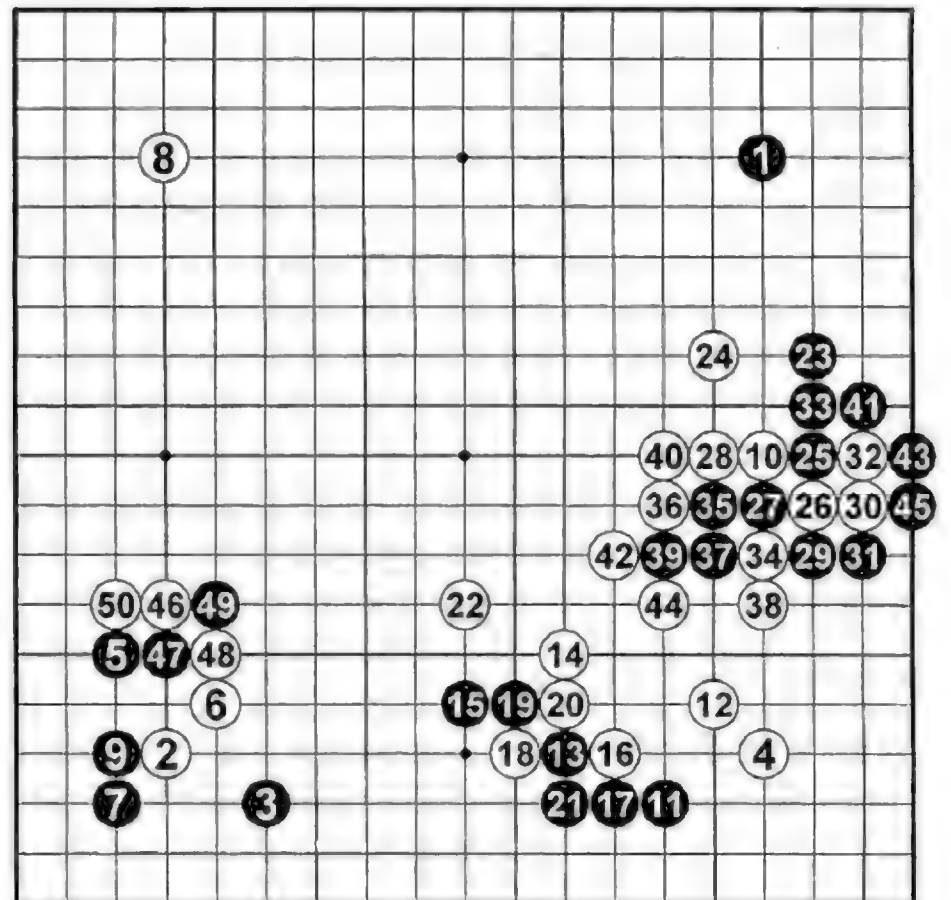


Figure 1 (1-50)

Figure 2 (51-62) (next page). A missed opportunity

White 62 is a key point. 'Why didn't I play 1 in Dia. 1 (next page)? I still have regrets about this. The squeeze with 3 and 5 feels good. White also has a good move at 'a' for later.'

Once White answers Black 61, he gets caught up in the momentum of the fight, so there is no chance to switch to the bottom.

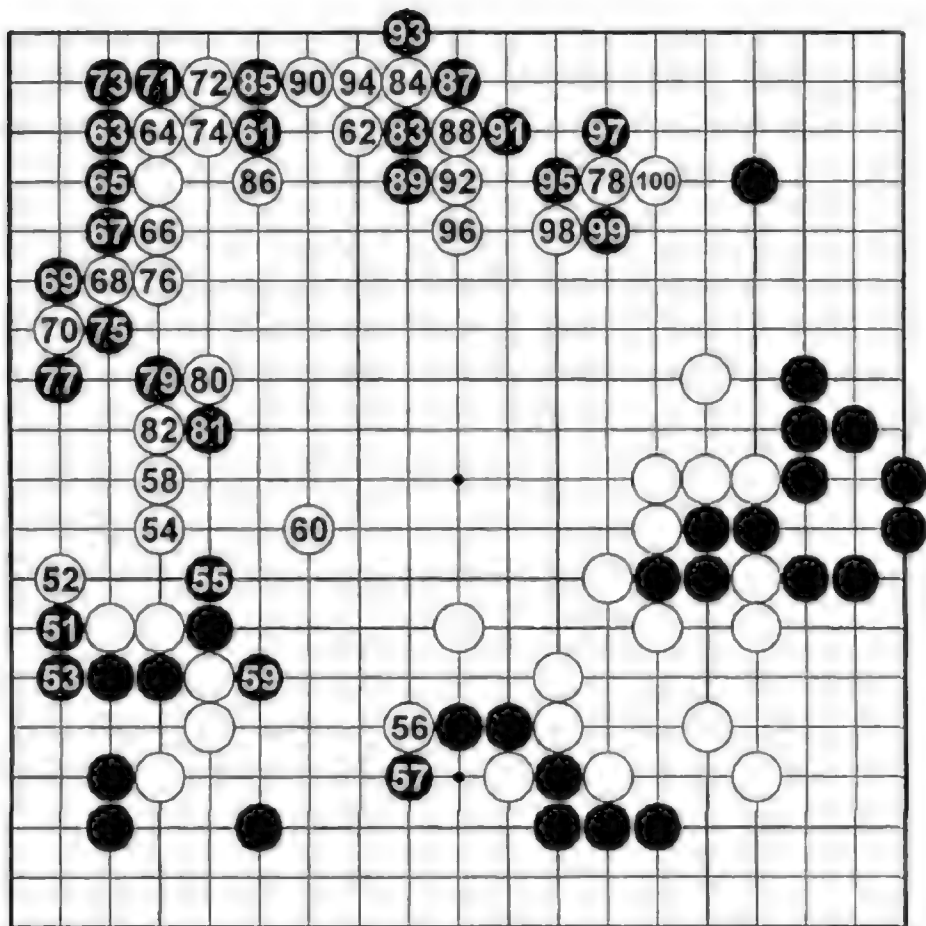


Figure 2 (51-100)

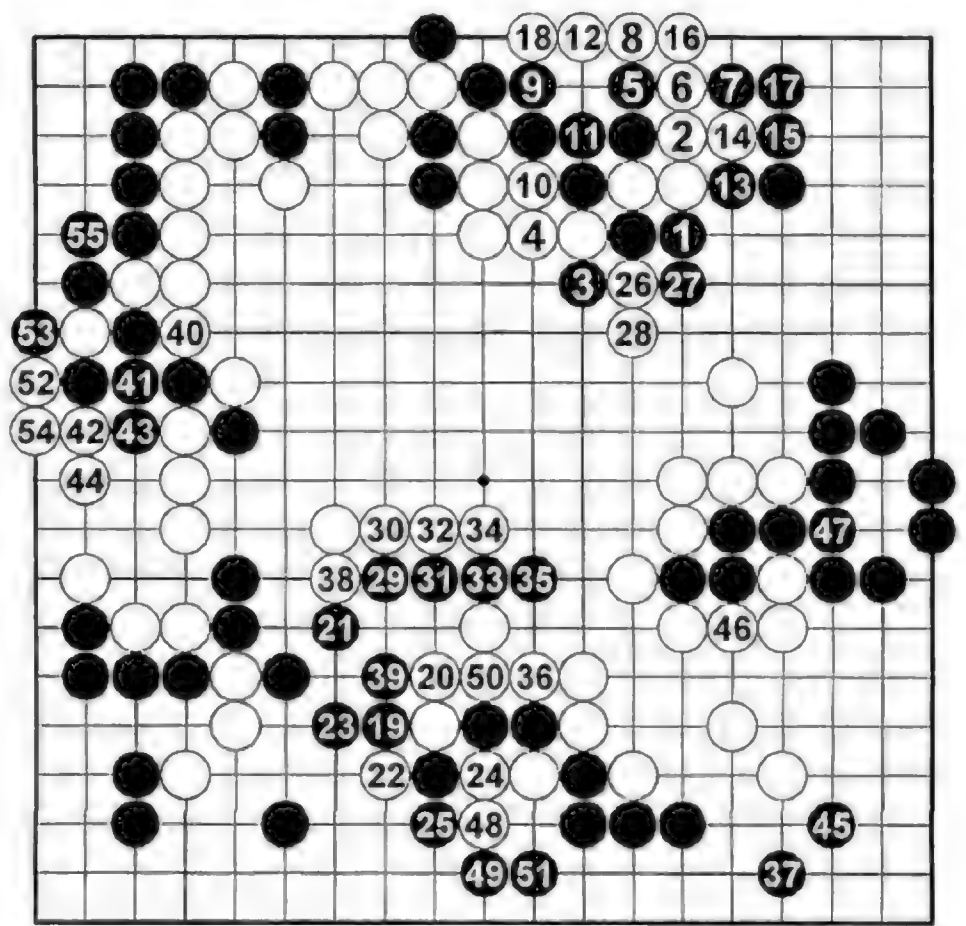
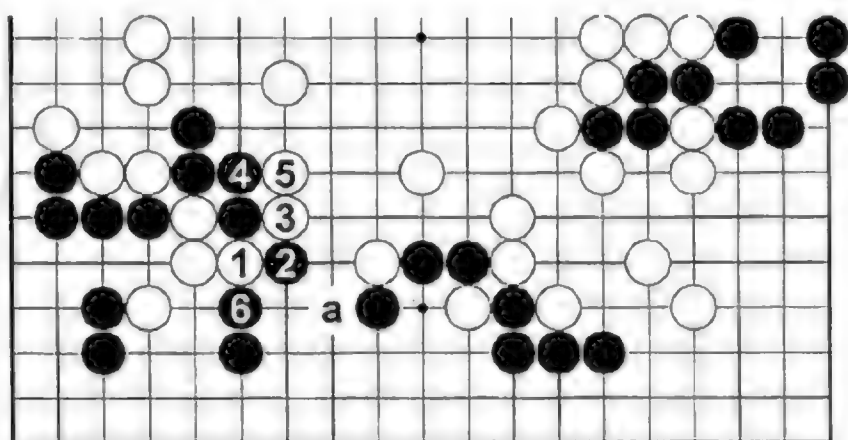


Figure 3 (101-150)

White 84 and 86 don't work well. Black gets an excellent sequence from 91 to 97, after which Takemiya has no chance to work his moyo magic.



Dia. 1: Black's chance

Figure 4 (101-155). An effective squeeze

Black's sacrifice sets up a superb squeeze that keeps sente. When he switches to 19, the game has been decided.

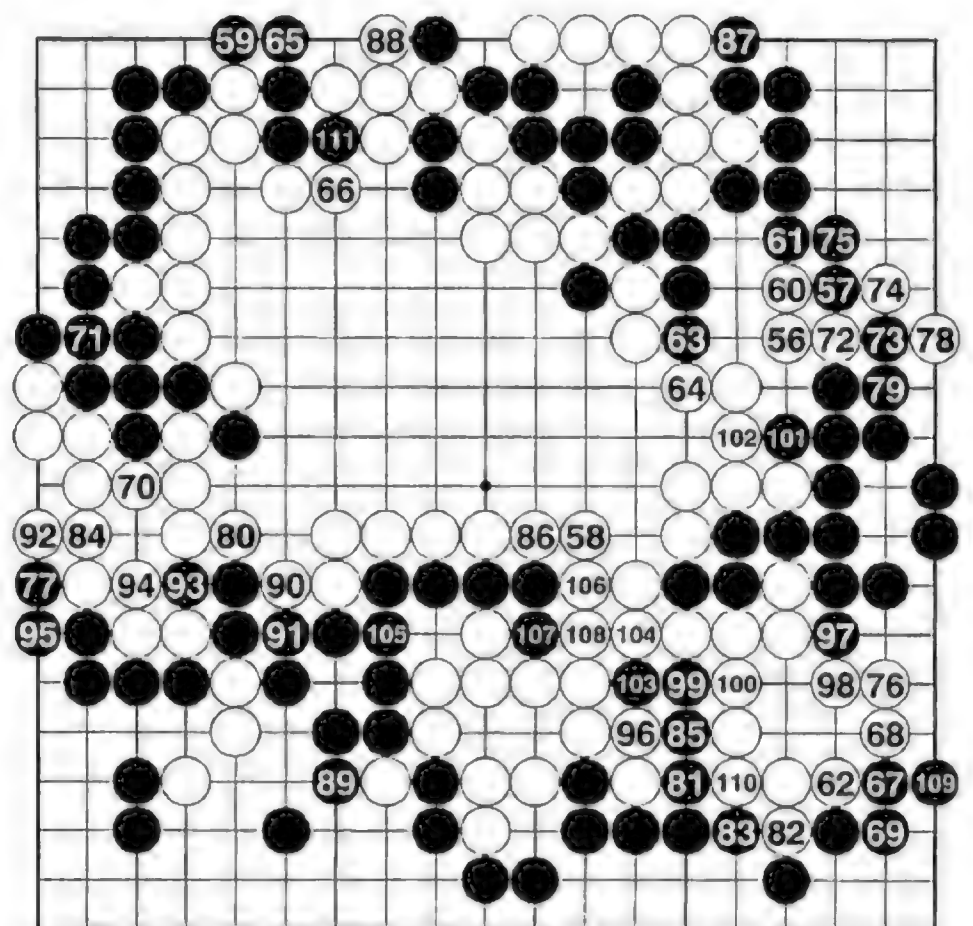


Figure 4 (101-155)

Figure 4 (156-211). Not enough heart

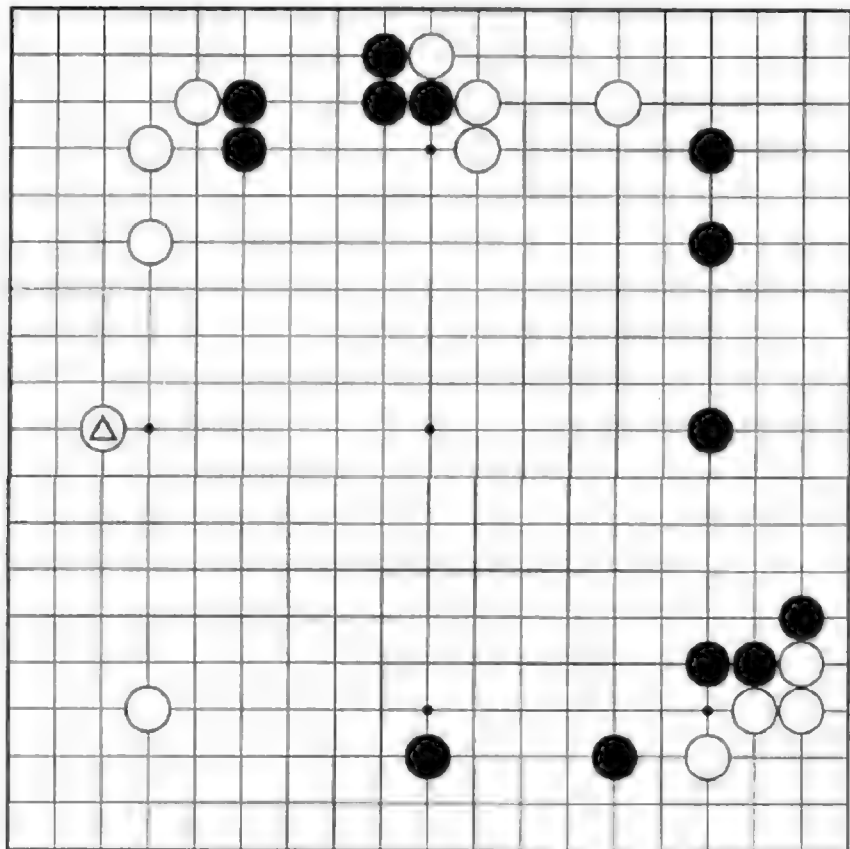
In this game, Takemiya's moyo has been squashed flat compared to the previous game. If he had made a better heart shape, he might have won.

Black wins by 9½ points.

(Go Weekly, 18 December 2000. Translated by John Power.)

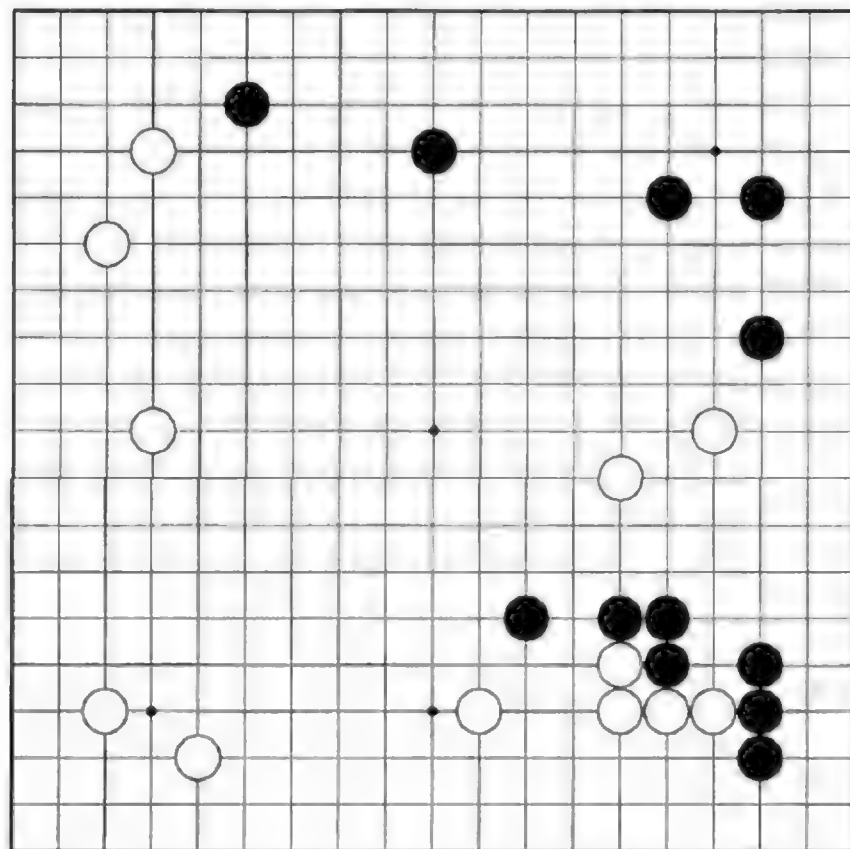
Four Middle Game Problems

Problem 1. Black to play



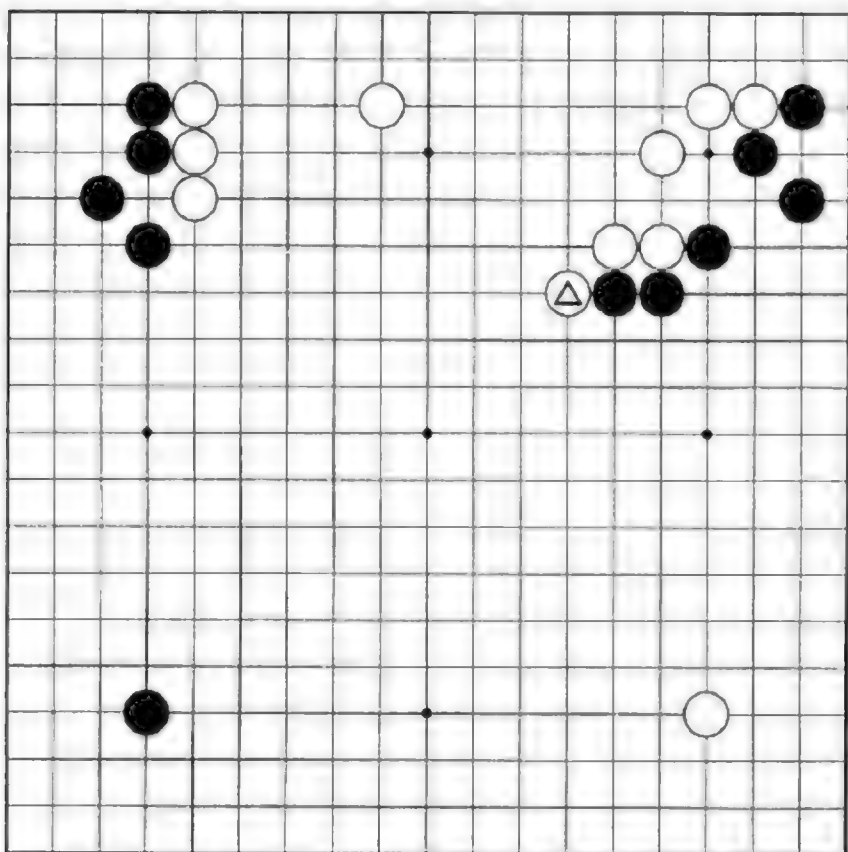
White has just played the marked stone, mapping out territory on the left side. How should Black continue?

Problem 2. Black to play



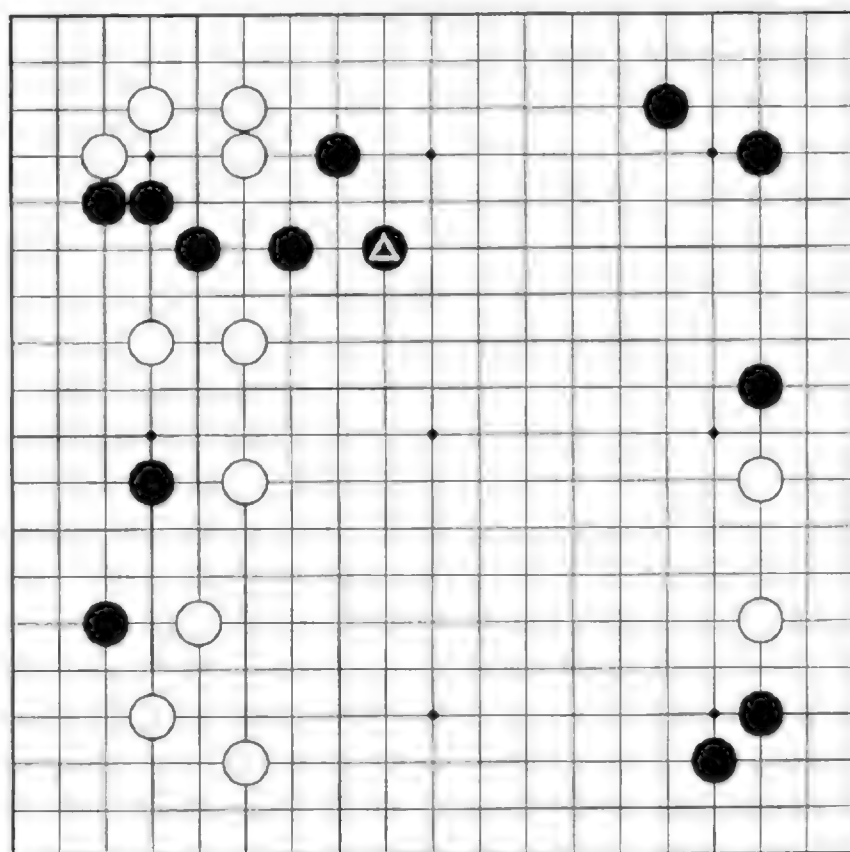
Black has strong positions above and below on the right side, while White's two stones are thin and lack a base. How should Black attack?

Problem 3. Black to play



White has just played the marked stone, threatening to expand his moyo at the top. What should Black do?

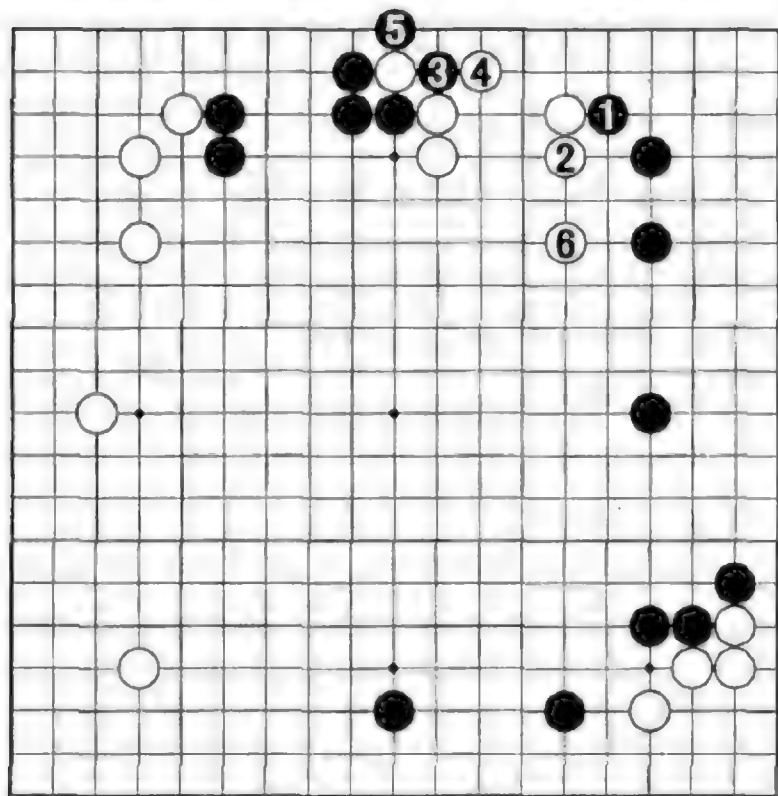
Problem 4. Black to play



Black has just played the marked stone, making good shape in the upper left and mapping out a moyo in the upper right part of the board. However, his two stones on the left side are still vulnerable. How should White attack?

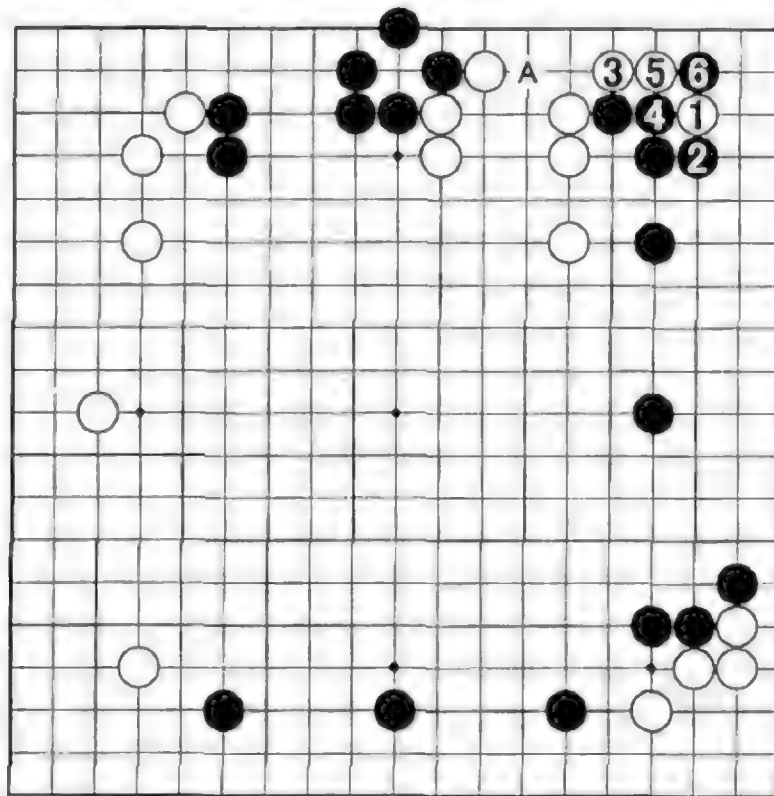
Answers to Four Middle Game Problems

Problem 1. Correct Answer



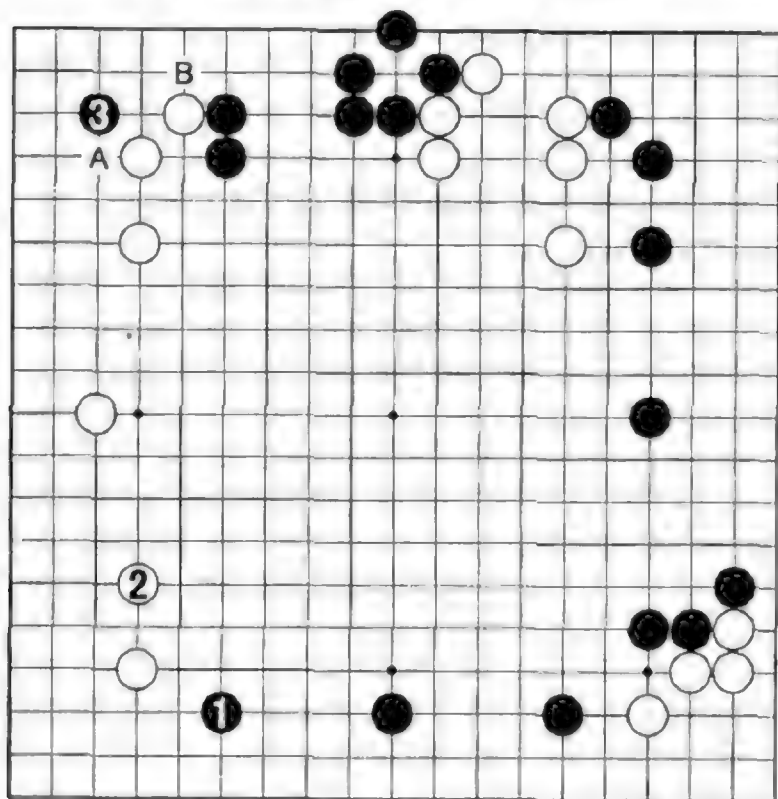
White's four stones at the top are vulnerable, so Black should attack them with 1. This move prevents White from sliding into the corner and forces him to defend with 2. Next, Black makes an important capture with 3 and 5, and White escapes into the center with 6.

Problem 1. White's Invasion



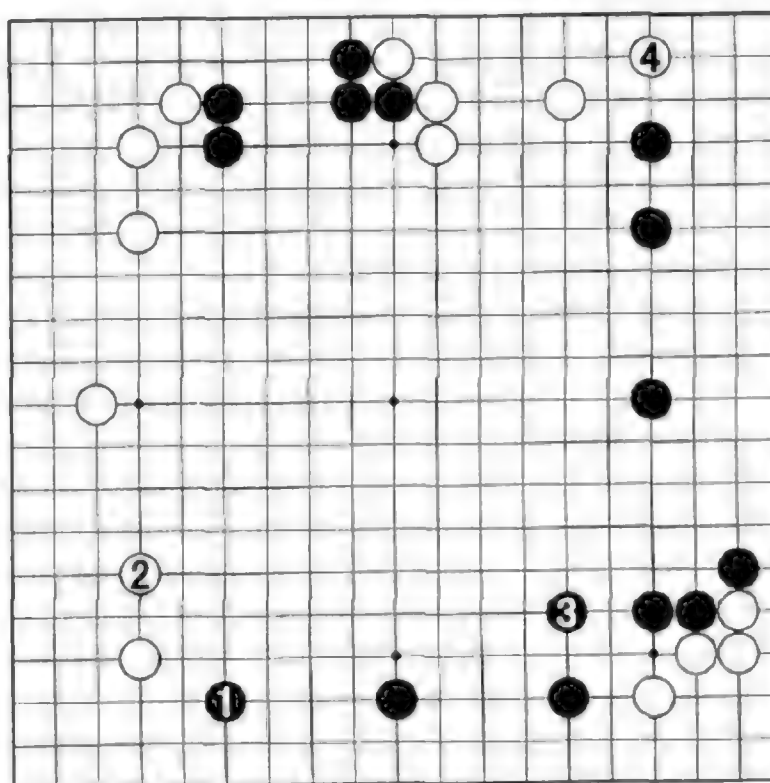
If White invades Black's upper right corner with 1, Black will play the sequence to 6. Because of the capture of 3 and 5 in the *Correct Answer*, White's position is defective and Black A is left behind as aji.

Problem 1. Continuation



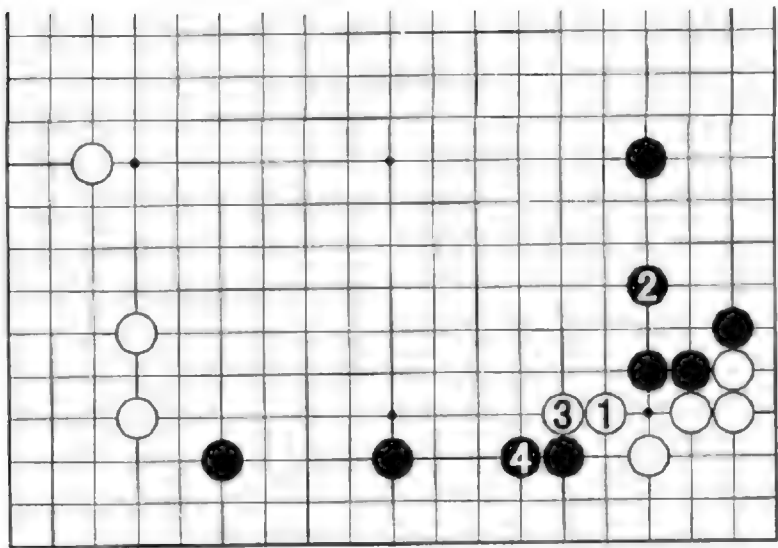
Black next exchanges 1 for White 2, then invades the corner with 3. White must block at A, so Black can link up to his stones with B. If Black had not captured a stone with 3 and 5 in the *Correct Answer*, White could play B. Black would live in the corner in gote, but the black stones at the top would be eyeless after White connects at the point 3 in the *Correct Answer*, so White could fiercely attack them.

Problem 1. Failure



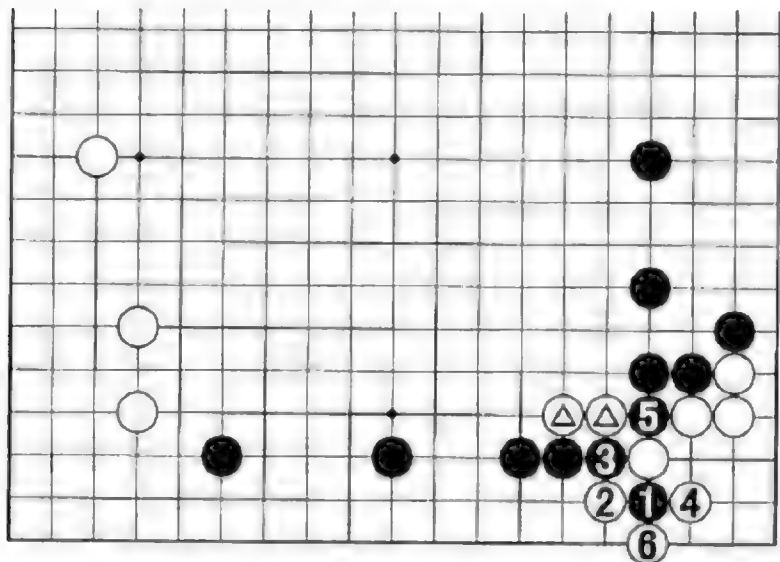
In the game that this problem was taken from, Black exchanged 1 for White 2, then mapped out a moyo with 3. But White slid to 4, stabilizing his stones at the top. Black had a hard time finding an effective way to settle his five stones in the top left.

Problem 1. Worrisome?



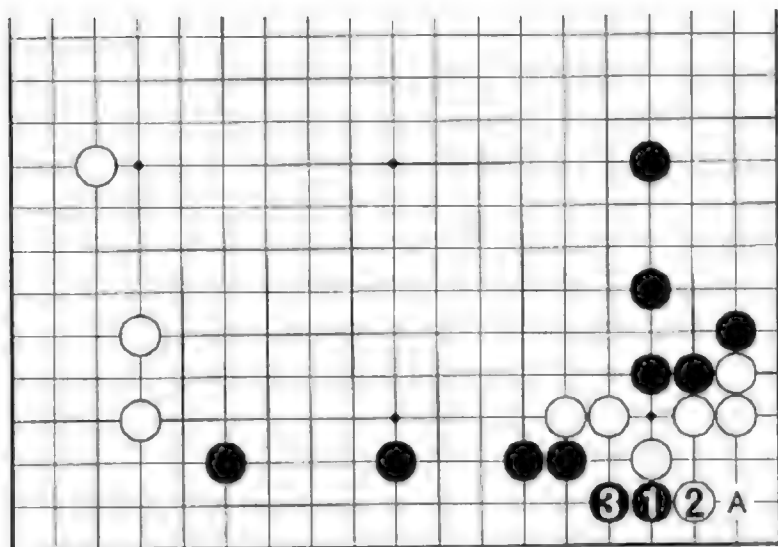
Perhaps Black was worried about White moving out into the center with 1. But Black can simply reinforce the left side with 2. If White pushes with 3, Black extends to 4. White is left with bad aji.

Problem 1. White is cut off.



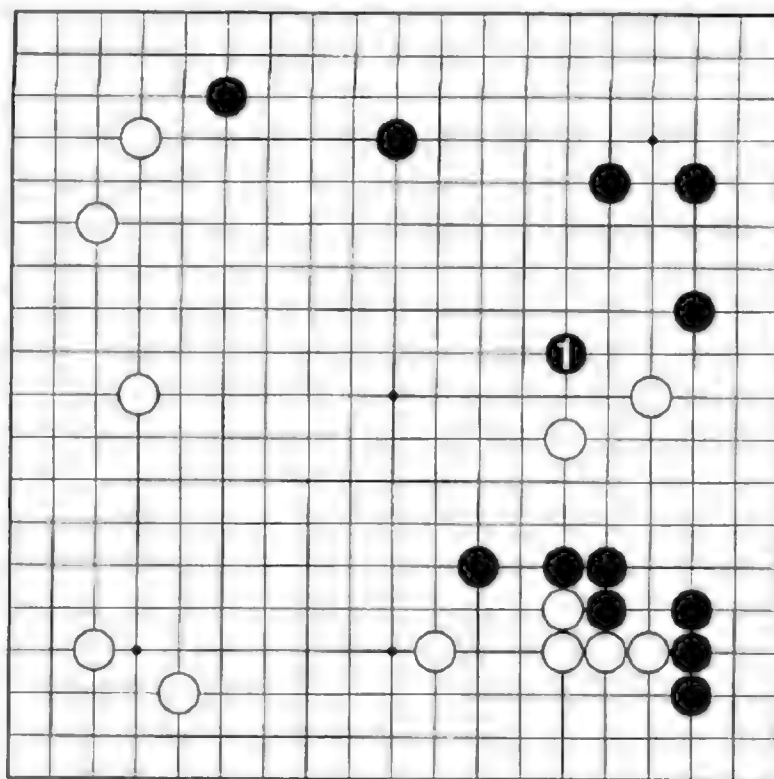
Black can attach with 1. White would like to respond aggressively with 2, but, after the sequence to 5, White's two marked stones are cut off and isolated in the center.

Problem 1. One Eye



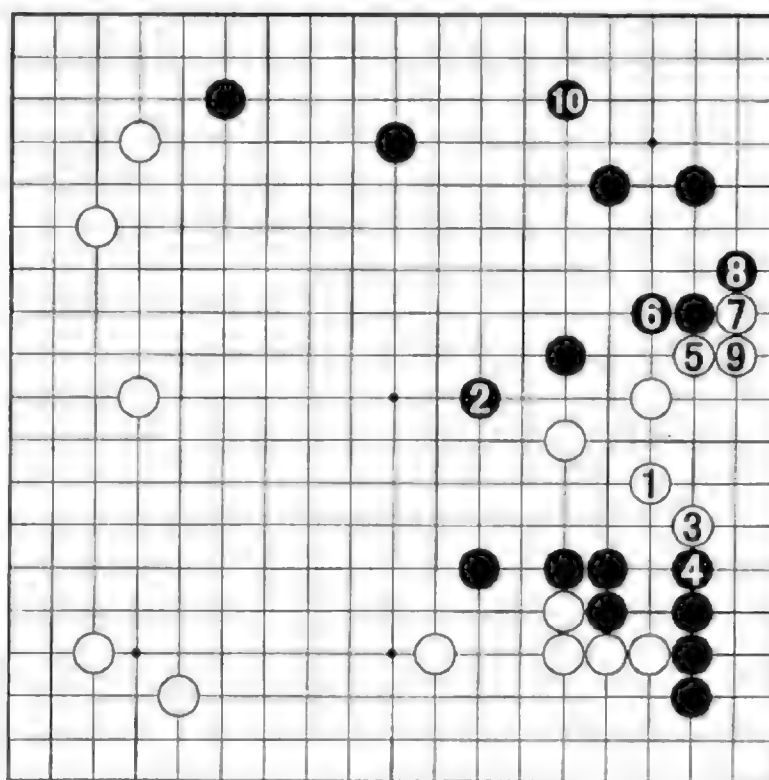
Therefore, Black must meekly defend with 2, and Black draws back to 3. White must now consider the clamp of Black A, a move that would reduce the white corner to one eye. Therefore, he must decide which is more important: security for his corner group or sente.

Problem 2. Correct Answer



Black 1 is the vital point for preventing White from making good shape in the center. Therefore, White must scramble to make a base on the side. Next —

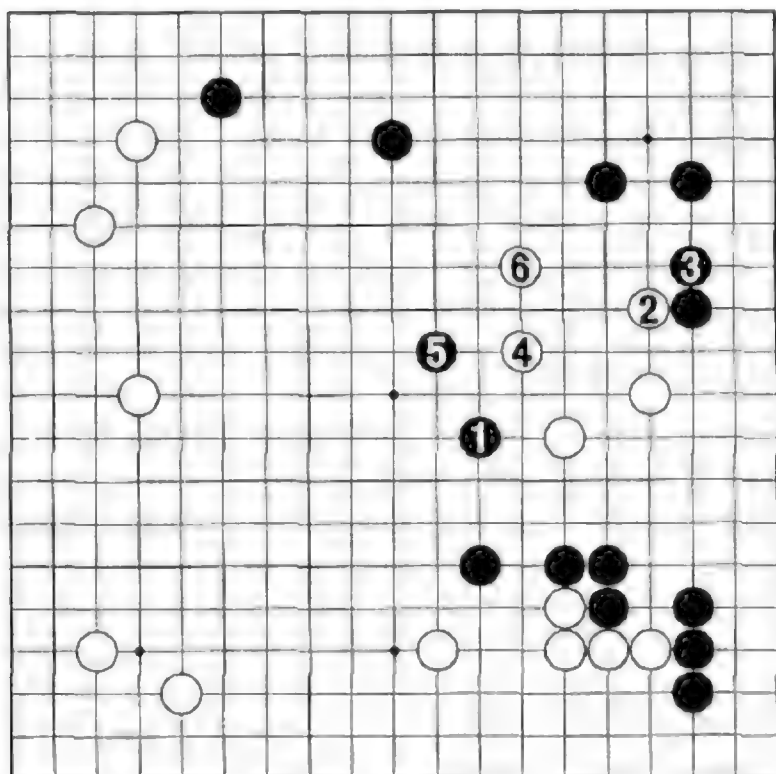
Problem 2. Continuation



White makes shape with 1, but Black continues to build a moyo in the center with 2. White makes a base for his stones with the sequence to 7, while Black secures the territory in the top right with 10.

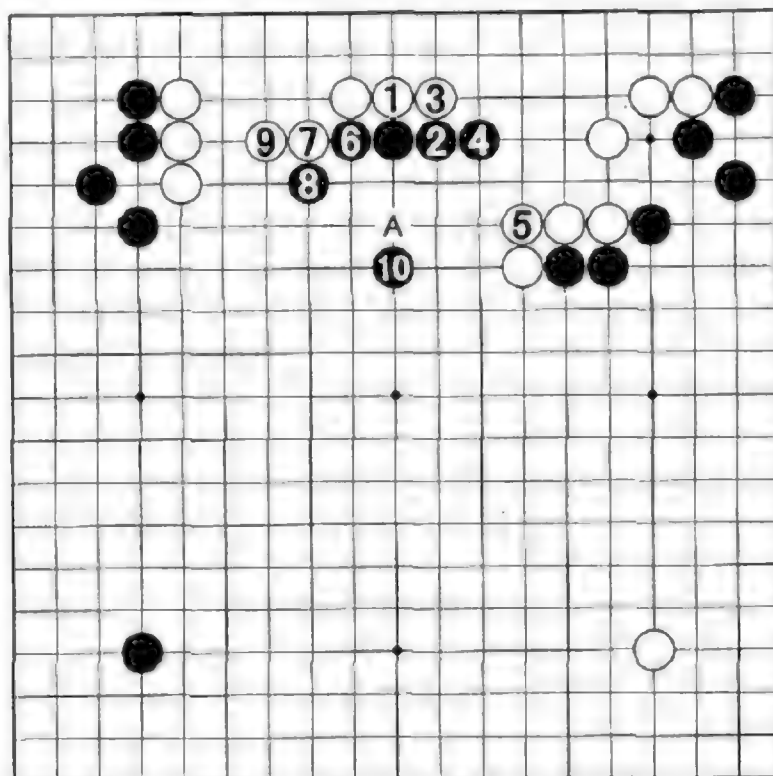
As this example demonstrates, you don't have to go all out and try to kill weak stones to gain the advantage. Simply building influence while forcing your opponent to live is often enough to win the game.

Problem 2. Failure



Black 1 is in the wrong direction. After exchanging 2 for Black 3, White makes shape with 4. Black 5 continues the attack, but this move just drives White into Black's potential territory. Moreover, the influence Black makes in the center is useless, because it faces White's strong position on the left side.

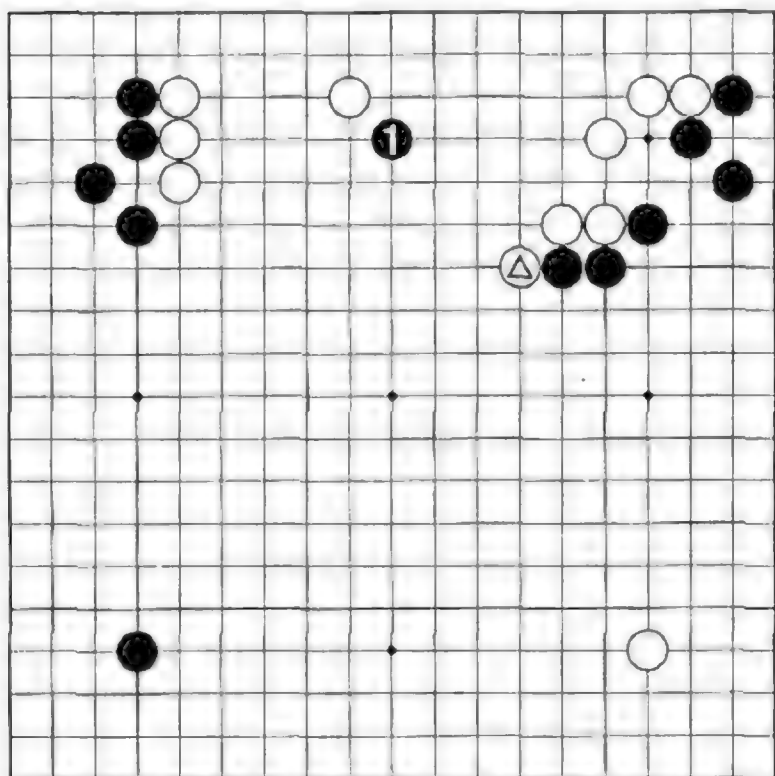
Problem 3. Continuation



White must defend with 1 and 3, but, after Black 4, defending against a cut with 5 becomes urgent. With the sequence to 10, Black's stones have escaped and White's moyo has been cut down to size.

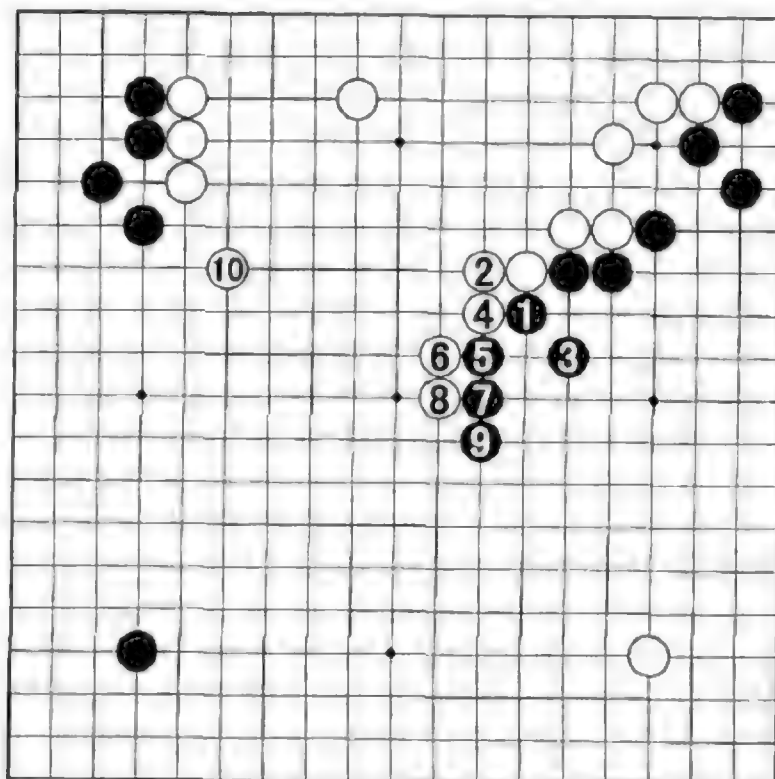
Instead of 1, attacking the black stones with White A is unreasonable. Black will respond with 6 or 1, and White's attack will fizzle out.

Problem 3. Correct Answer



Black has to erase White's emerging moyo before it gets any bigger with the shoulder hit of 1. As the position now stands, White's stones are not strong enough to contain this stone. Instead —

Problem 3. Failure



Black 1 induces White to strengthen his moyo at the top with 2. Black must backtrack to 3 to make good shape, but White then forces with 6 and 8. When Black extends to 9, White perfects his moyo at the top with 10. Black has also built influence facing down the right side, but this influence is neutralized by White's stone on the star point in the lower right corner. In this battle of moyos, White has come out the better.

(Continued on page 64.)

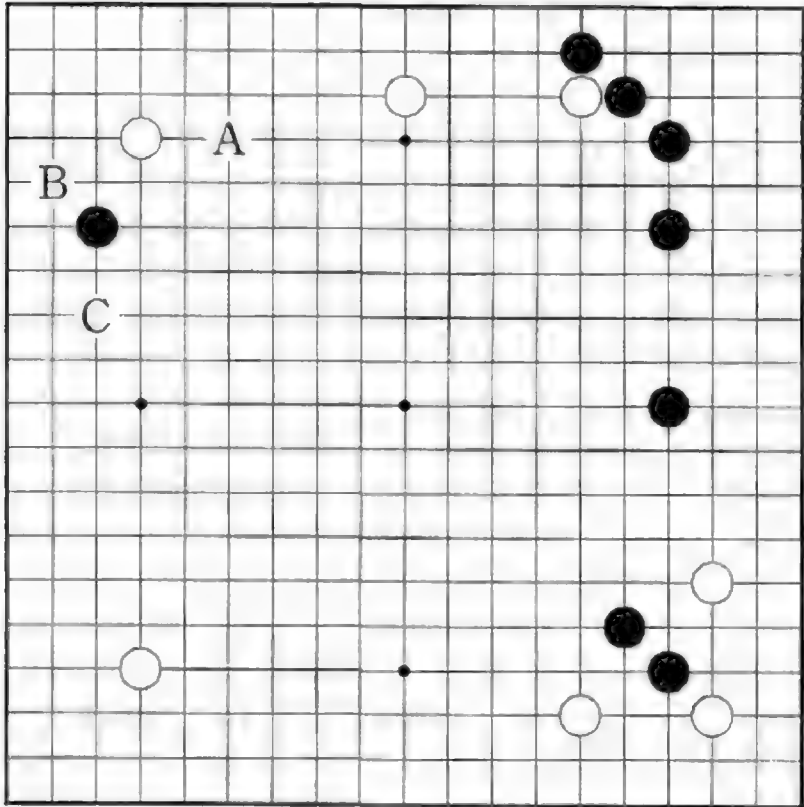
Developing Good Judgment

Four Problems in the Opening

by Mitsunaga Junzo 3-dan

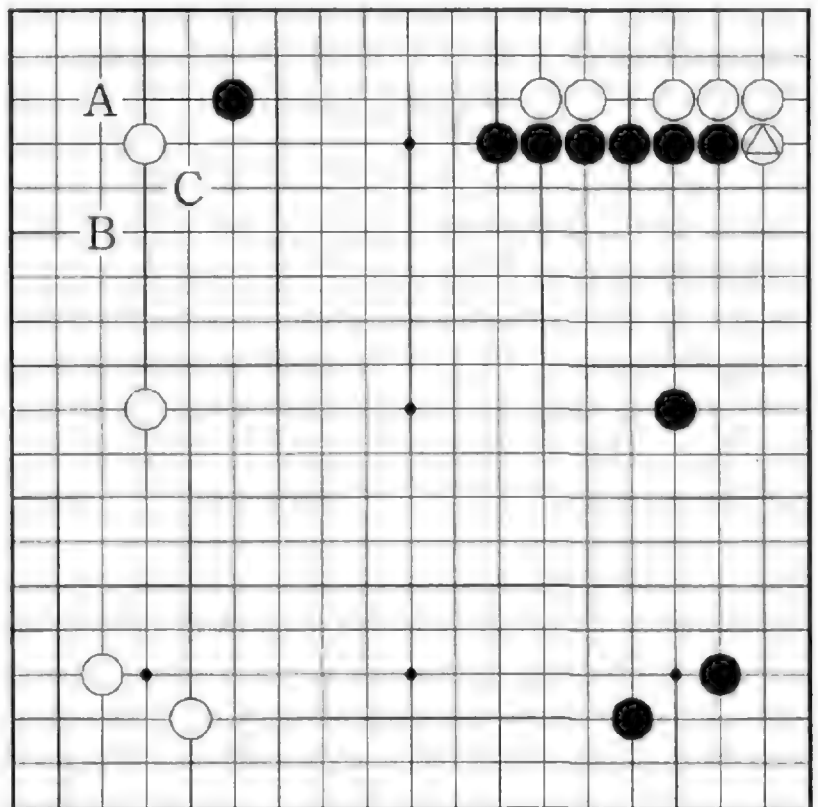
The following problems are taken from some of my recent games. You are given three choices in each. Please think about each one carefully and the reasons for choosing your moves before looking at the answers. I believe that this is an effective way to develop good judgment in the opening.

Problem 1. White to play



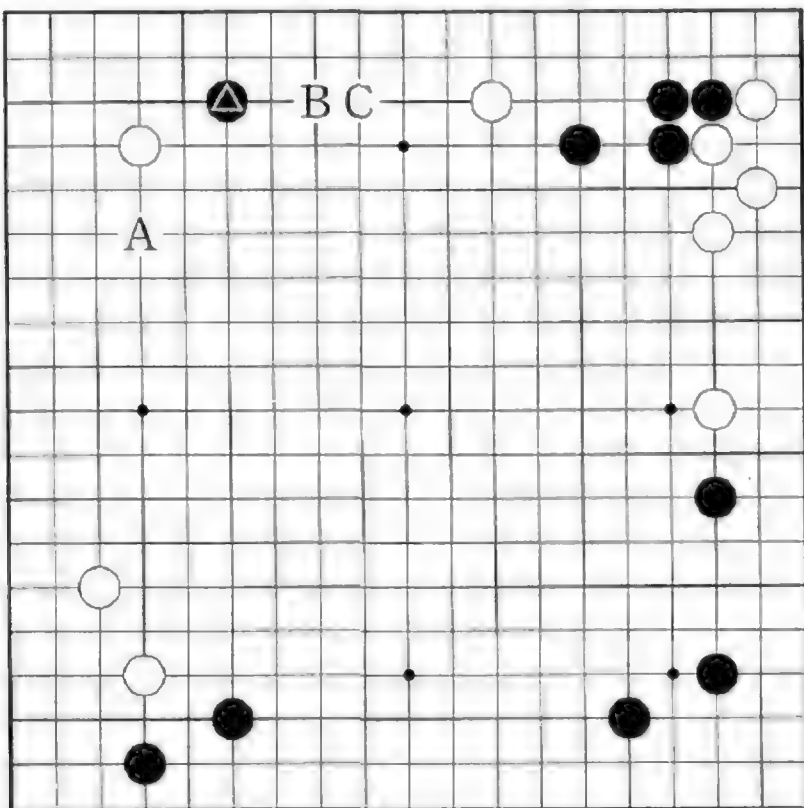
Where should White play? Should he defend at A or B, or should he attack with a pincer at C?

Problem 2. Black to play



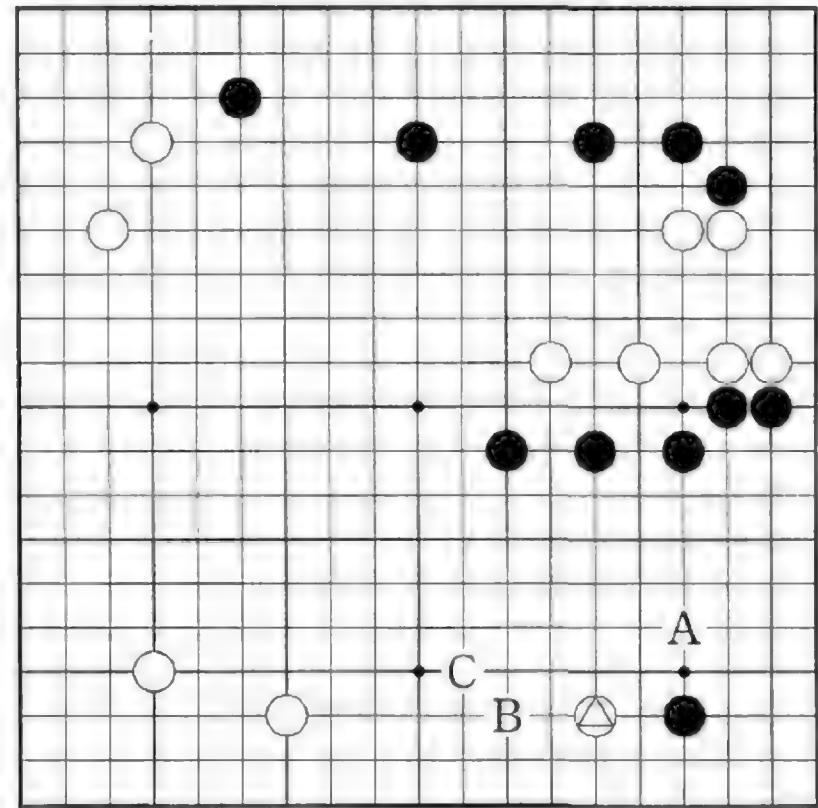
I have just played the marked stone, but I should have attached at 'a'. Where should Black play, A, B, or C?

Problem 3. White to play



Black has just played the marked stone. Where should White answer, A, B, or C?

Problem 4. Black to play



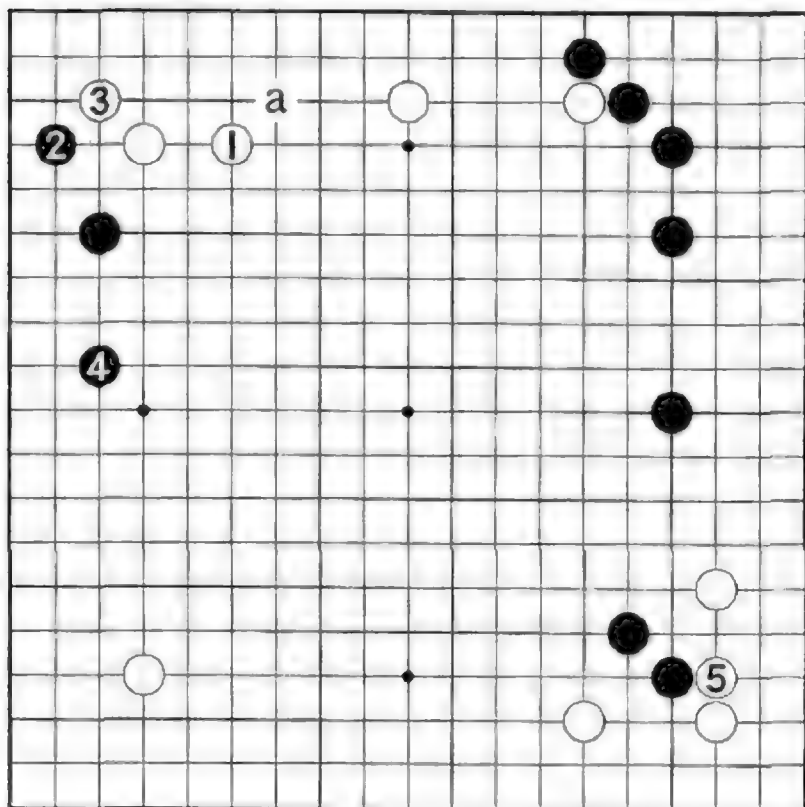
White has just played the marked stone. Where should Black play, A, B, or C?

Answers on page 48.

From *Gekkan Gowarudo* February and April 2001.

Answers

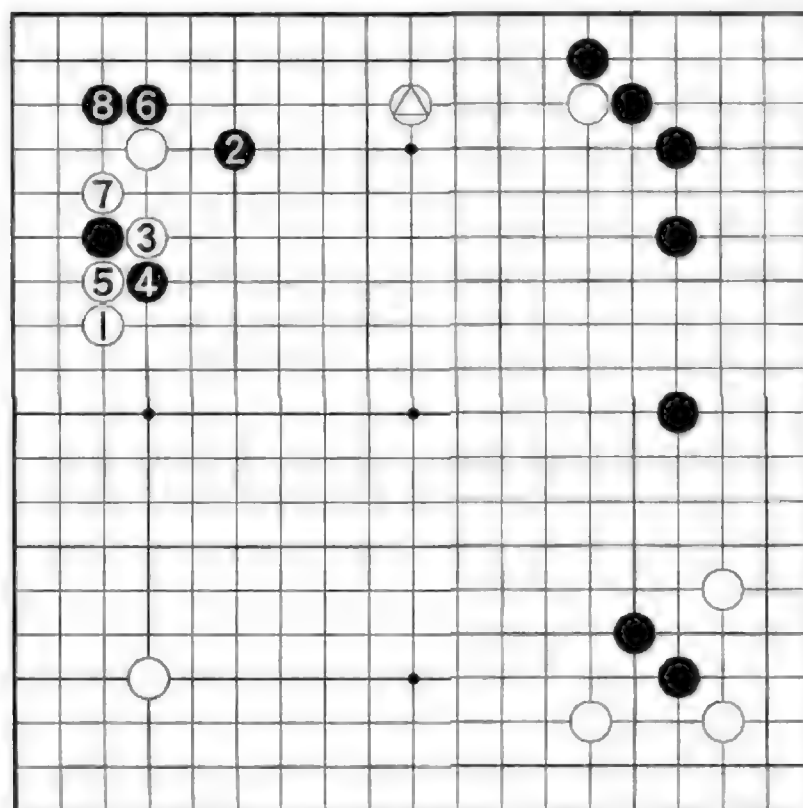
Problem 1. Correct Answer



Black's position in the upper right corner is extremely thick, so it would be dangerous for White to get into a fight at the top. After making this evaluation, I strengthened my position at the top with 1. The sequence to Black 4 was the expected continuation, with White ending in sente. I now took profit in the lower right corner with 5. White 1 at 'a' is a tight move and there is less room for Black to invade and utilize his thickness. Perhaps this would have been a better choice.

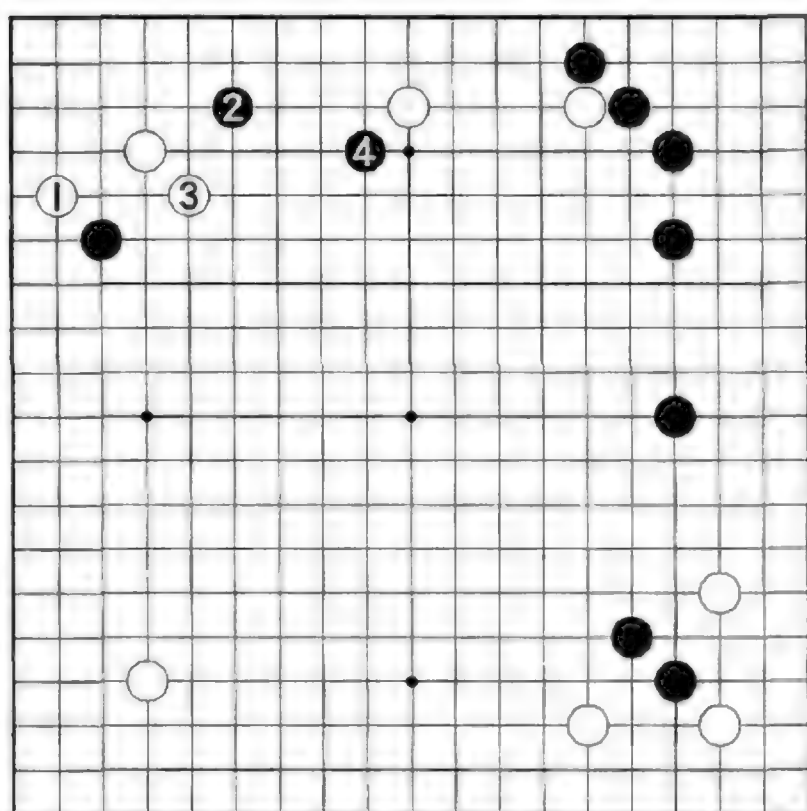
at the top. Black is utilizing his thickness and the white stones in the upper left are thin.

Problem 1. Failure 2



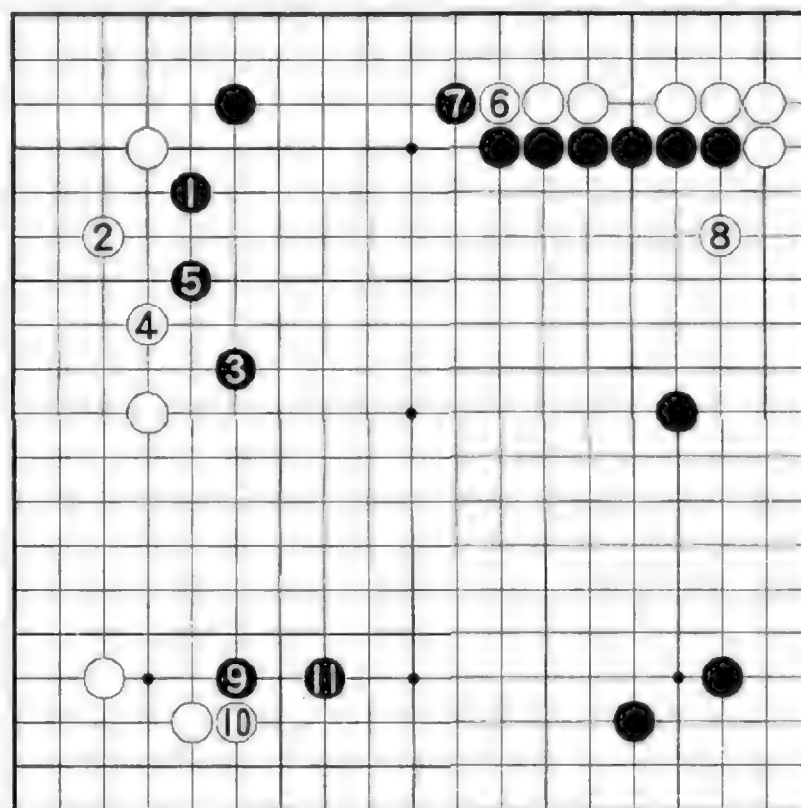
If White pincers with 1, Black will play 2, and the joseki to Black 8 follows. Of course, this joseki sequence is only one of many variations that could arise, but it is representative. The result is that the marked white stone finds itself stranded between two strong black positions.

Problem 1. Failure 1



White 1 would be a good defensive move, if Black answered on the left side, however, Black will switch to the top with 2. White 3 is mandatory, but Black 4 is a good attack against the White stone

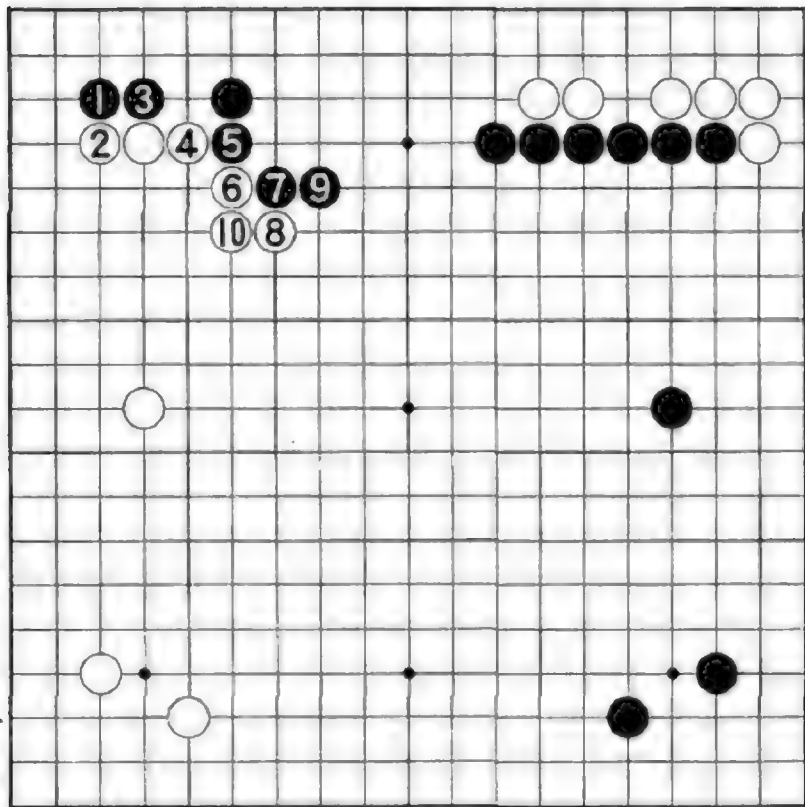
Problem 2. Correct Answer



Once you see Black 1, you will have no doubt that this is a good move. Immediately the thick wall in the upper right comes into play. After Black 5, White exchanged 6 for Black 7, then played 8, but Black continued with 9 and 11. Black's influ-

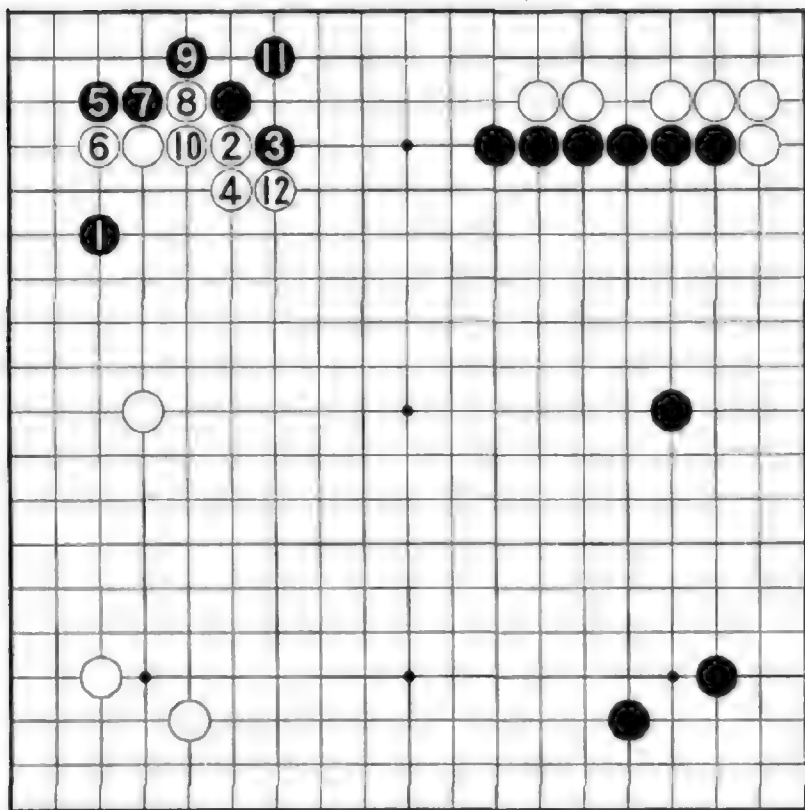
ence was so vast that I was at a loss as to how to deal with it. That is why I should have played 'a' in the problem diagram.

Problem 2. Failure 1



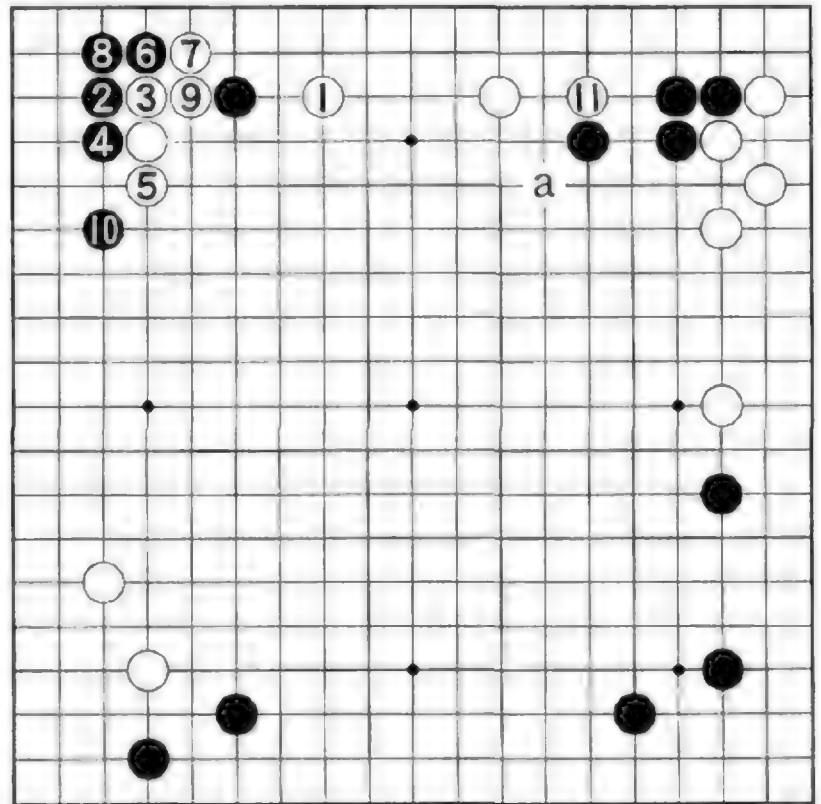
Invading the corner with Black 1 is a simplistic move. White blocks with 2 and the sequence to White 10 will follow. If you compare Black's thick wall on the upper right with White's wall in the upper left, there is no question that White's is working more efficiently.

Problem 2. Failure 2



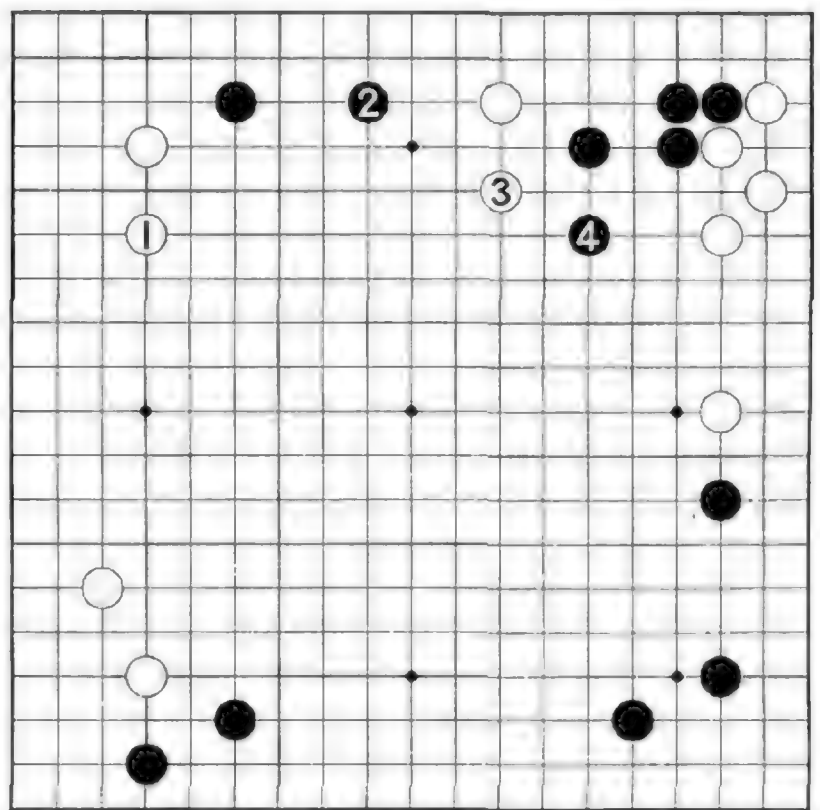
If Black plays another approach move with 1, White will attack with 2 and extend to 4. The joseki to White 12 can be expected, but the result here is not much different than the one in *Failure 1*. For sure, the result in the *Correct Answer* is superior to either of these two alternatives.

Problem 3. Correct Answer



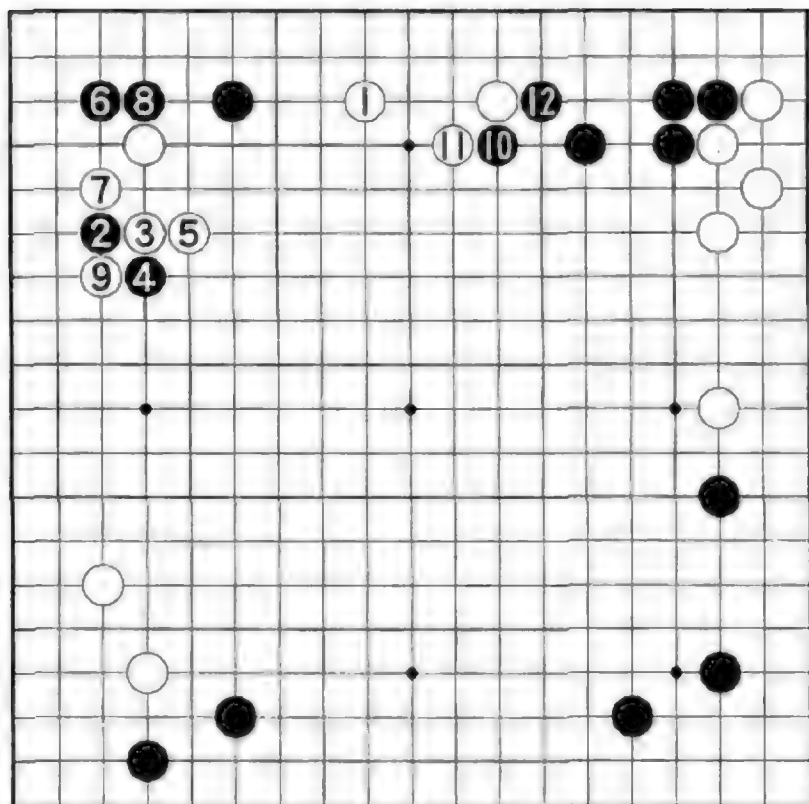
I played the pincer of White 1 to attack the black stone in the top left and to reinforce my own stone in the top right. The joseki to Black 10 followed, and I ended in sente. Since White was now thick in the top left and strong in the upper right, I could use this sente to attack the four black stones in the upper right with White 11. White has seized the initiative. Instead of 11, White 'a' would also take the initiative and might even be the best move.

Problem 3. Failure 1



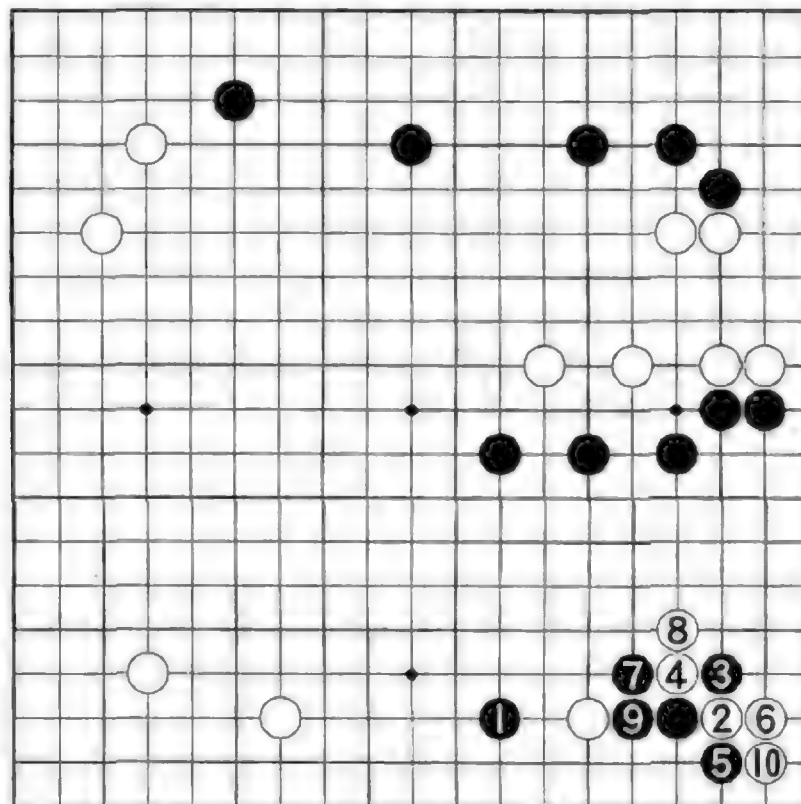
Defending the left side with White 1 is wrong. Black extends to 2 and a running battle breaks out between the white and black stones at the top right. Even though White gets to jump to 3 first, Black has the initiative when he jumps to 4 because he is attacking both on the right and on the left.

Problem 3. Failure 2



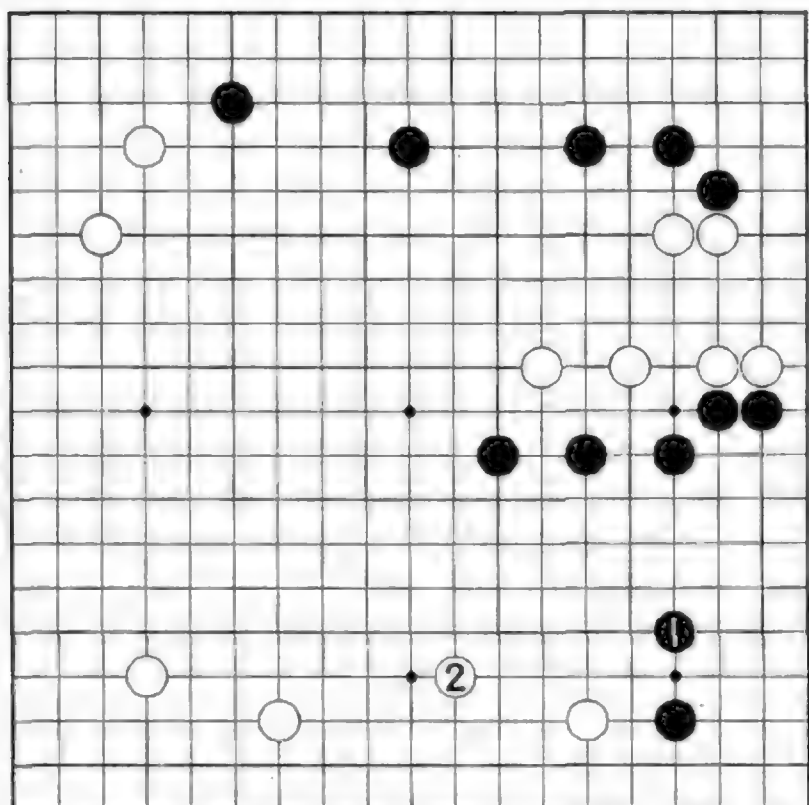
The pincer of White 1 is in the right direction and it cannot be called a bad move. However, it's a bit narrow as an extension and it's not as severe as White 1 in the *Correct Answer*. The sequence to White 9 is one possible result. Locally, White is not unhappy with this result, but Black can attach with 10 and secure his stones in the top right with 12. It's easier for Black to play moves like 10 and 12 when 1 is the narrow extension.

Problem 4. Failure 1



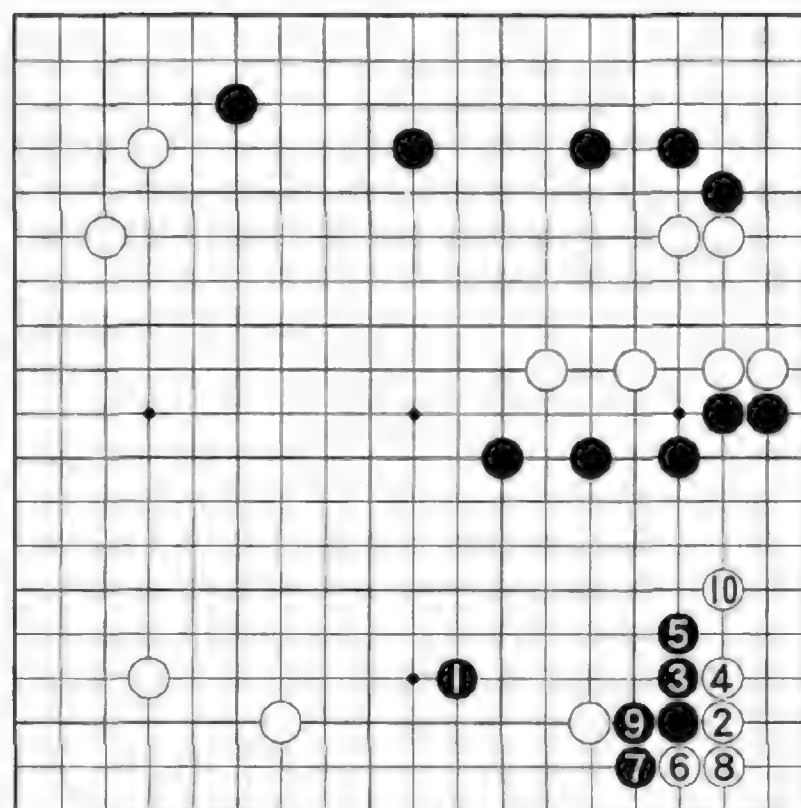
The pincer of Black 1 looks like a strong, uncompromising move, attacking the white stone within Black's sphere of influence, but it doesn't lead to a good result for Black. Attaching with White 2 is the tesuji here. If Black blocks at 3, White lives in the corner with the sequence to 10. Black is left with little profit from this exchange.

Problem 4. Correct Answer



Making an enclosure with Black 1 is the best move. At first glance it may seem to lack fighting spirit, but it was important to secure the corner. White answers with 2, neutralizing Black's thickness in the center and staking out the bottom. However, White's stones at the bottom are still spread thin, so it will not be an easy game for him. What will happen if Black plays more aggressively?

Problem 4. Failure 2

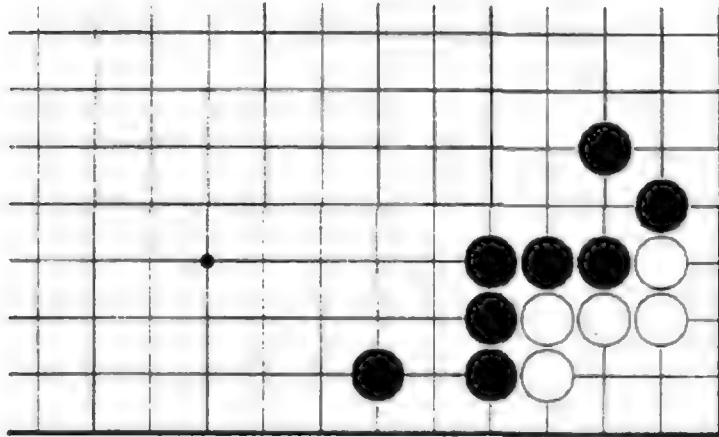


The two-space pincer of Black 1 here is much the same as the one-space pincer in *Failure 1*. Blocking as in *Failure 1* leads to a similar result, so, Black extends to 3 and the sequence continues to White 10. White's corner is big, but Black's center influence is negated by White's bottom left enclosure. In conclusion, the attachment of White 2 is a devastating move, so Black must forestall it. This is the reason Black 1 in the *Correct Answer* is best.

Four Life and Death Problems

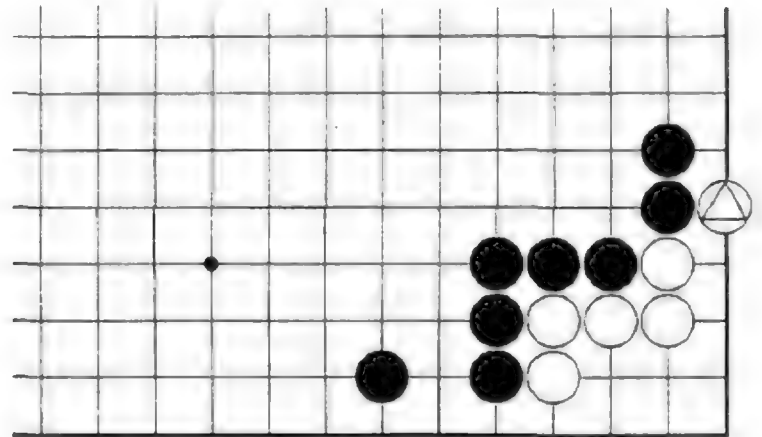
Here are four life and-death problems that could easily arise in your own games. Would you be able to solve them?

Problem 1. Black to play



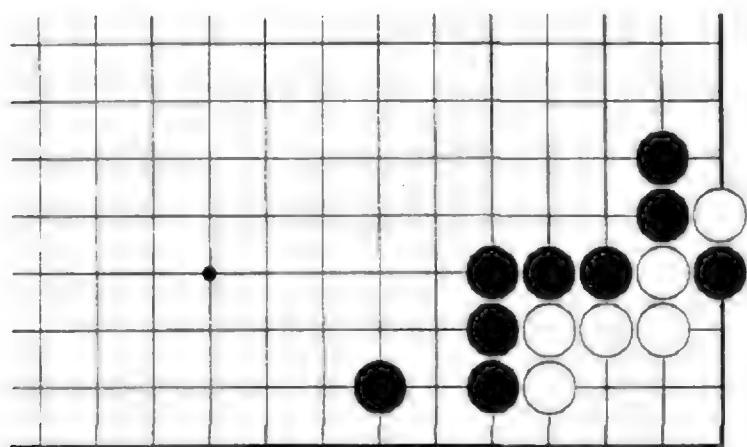
Black to play and kill White. This is the basic position

Problem 2. Black to play



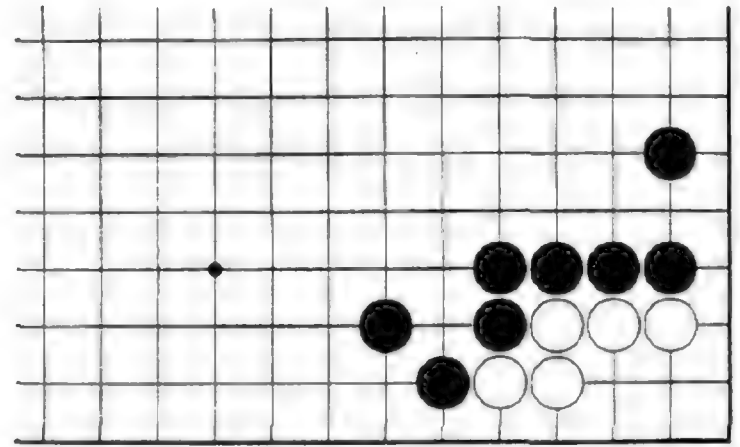
In this position, White has played the marked stone. Is there a difference in the way Black should play?

Problem 3. White to live



How can White get two eyes in the corner?

Problem 4. White to live



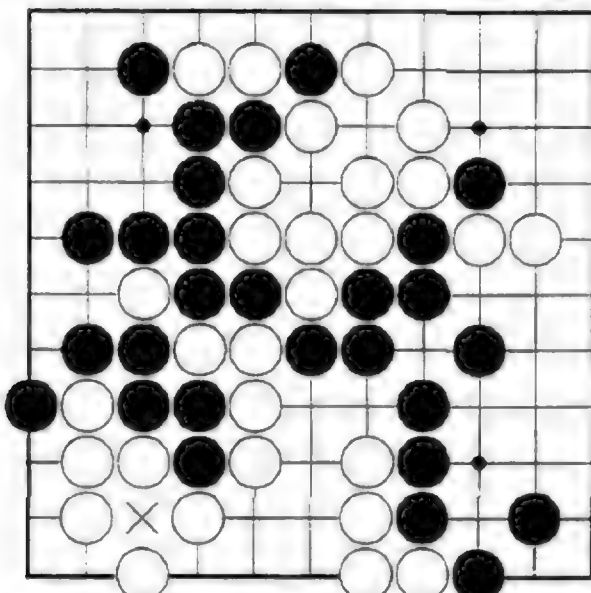
Find the best way for White to live.

Answers are on the next page

Two Endgame Problems

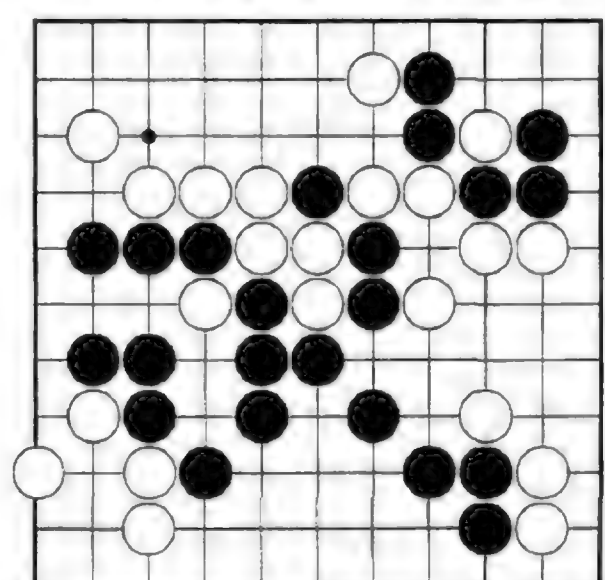
by Kuwamoto Shinpei 5-dan

Problem 1. Black to play



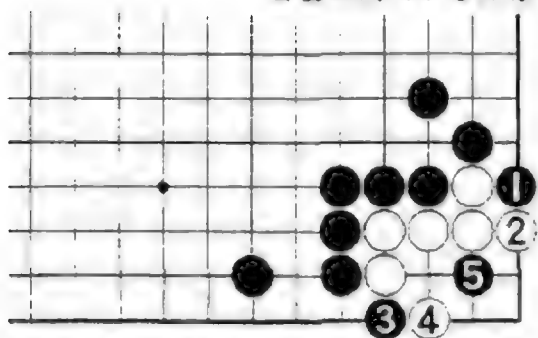
White has captured a stone at 'X'.

Problem 2. Black to play



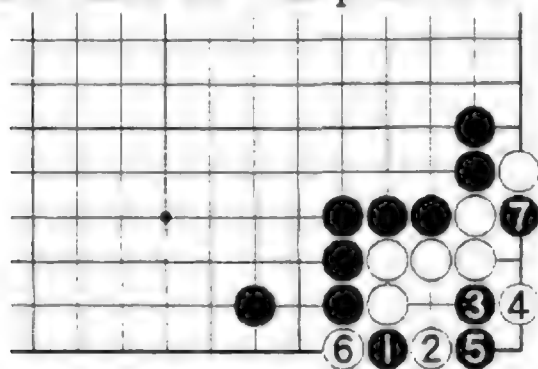
Find the best endgame moves for Black in the two problems above. Answers start on page 53.

Answers to Four Life-and-Death Problems



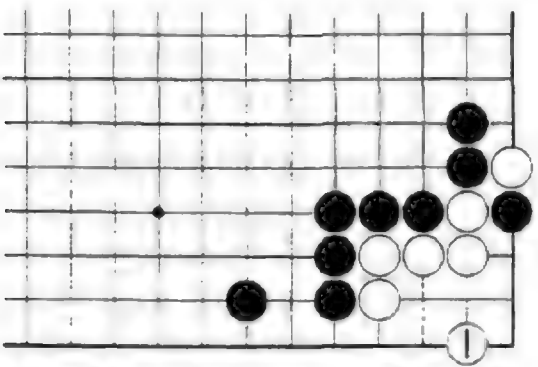
Problem 1. Correct Answer

'There's death in the hane.' Black 1 follows this proverb. If White 2, Black hanes again, then takes the vital point of 5.



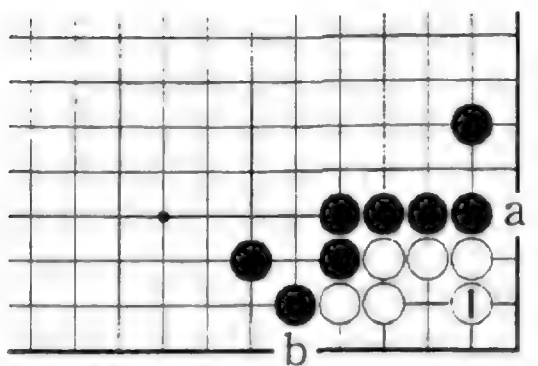
Problem 2. Correct Answer

This time Black hanes from the bottom. White is left with only one eye after the sequence to 7.



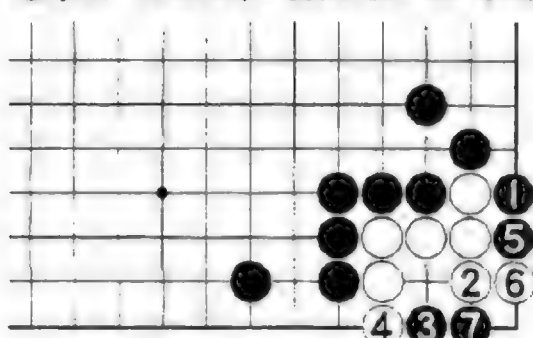
Problem 3. Correct Answer

White easily makes eye shape by jumping down to 1.



Problem 4. Correct Answer

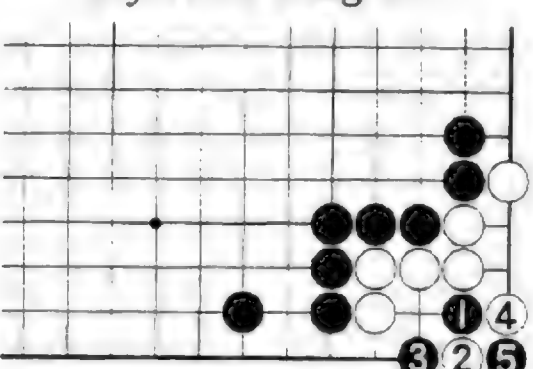
Turning at 1 is the best way for White to live. Black 'a' or Black 'b' will have no effect on the eye shape of White's corner stones.



Variation

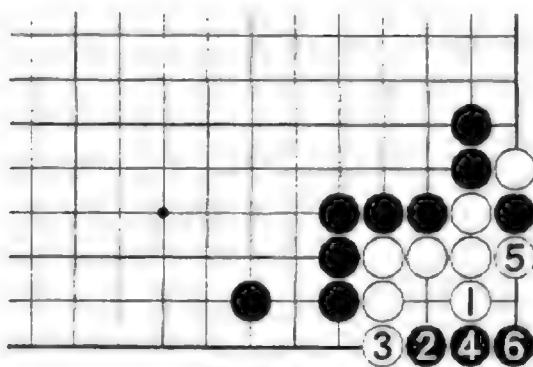
If White immediately goes for eye shape with 2, Black 3 to 7 leave him with only one eye.

Reference Diagram



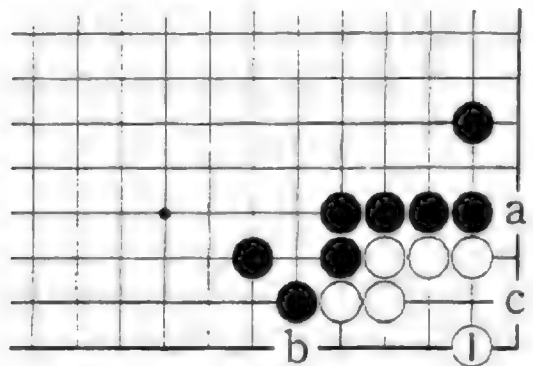
Failure

Making a placement at Black 1 first fails. After Black 5, White can live if he wins the ko.



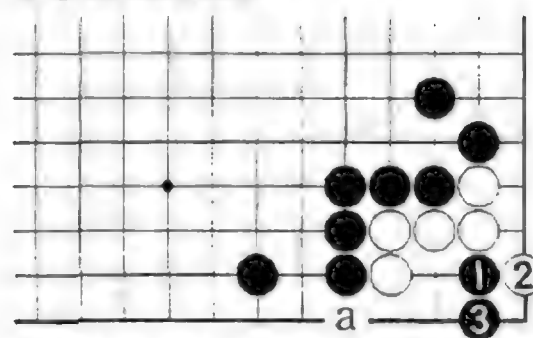
Failure

It might seem as if White can get two eyes with 1, but Black 6 turns the corner into a bent-four-in-the-corner shape. White is dead.

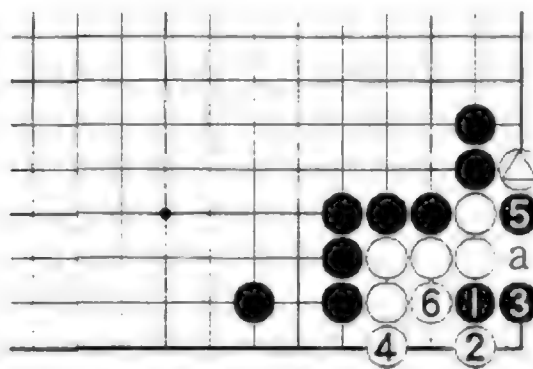


Reference Diagram 1

White can also live with 1, but Black 'a' or 'b' threatens to kill White with a placement at Black 'c'.

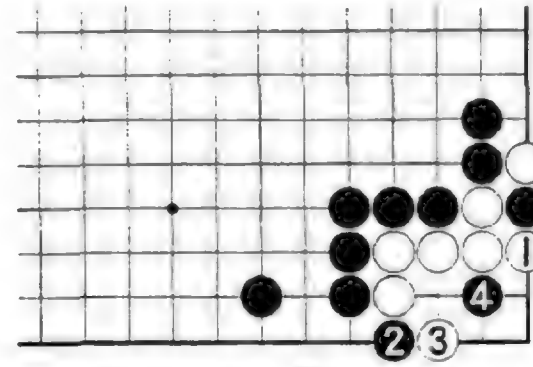


Black 1 and 3 also kill White, but if White 'a' were to become sente, White could get two eyes.



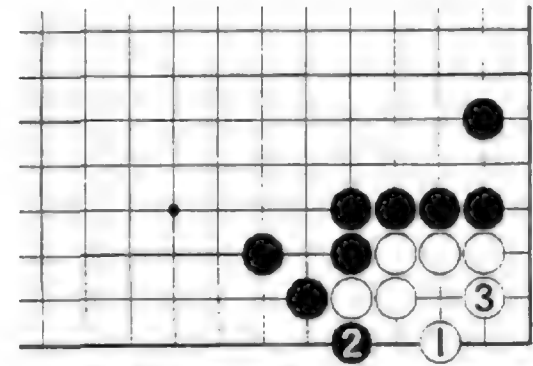
Reference Diagram

If White descends to 3 in answer to White 2, White can live with the sequence to 6.



Reference Diagram

If White captures with 1, Black with play 2 and 4. The result is the same as the correct answer in Problem 1.



Reference Diagram 2

White can also make two eyes with the diagonal move of 1, but now the hane of Black 2 gains endgame points in sente.

Answers to Two Endgame Problems

Problem 1

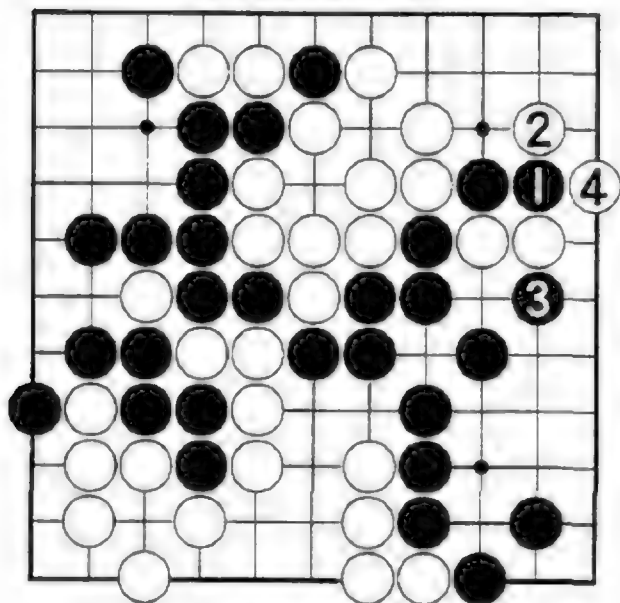
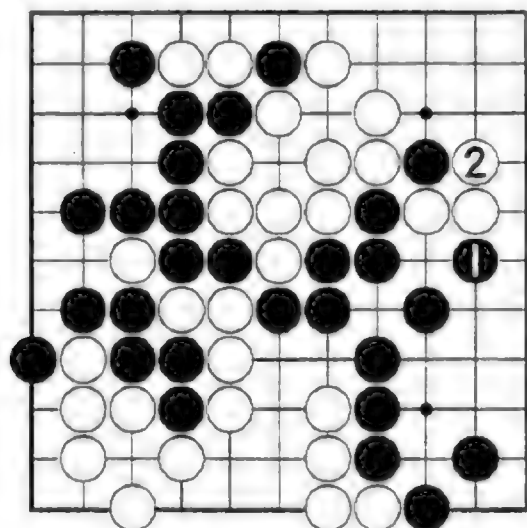


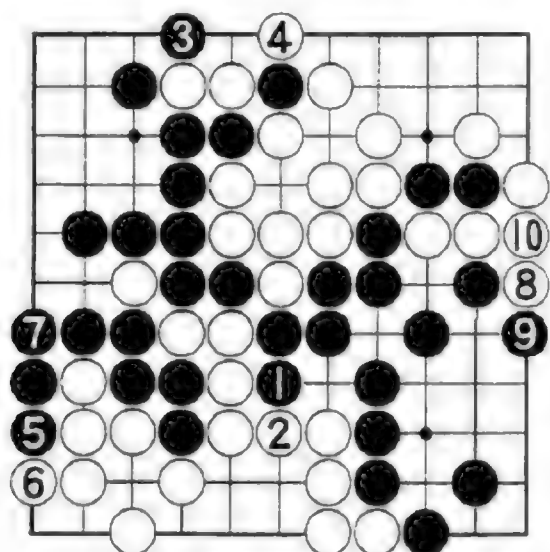
Figure 1
Sacrifice two stones!

There is a proverb that advises us to 'sacrifice two stones.' This is good advice in this position. If Black plays 1 in Figure 1, White must defend with 2. Black 3 is now sente. What is the result if Black immediately plays 1 at 3? Let's look at *Dia. 1*.



Dia. 1
Sente, but . . .

Black 1 is certainly sente, but compared to *Figure 1*, White's territory is one point bigger.



Dia. 2
Black misses a tesuji

After the sequence to White 4 in *Figure 1*, Black 1 in *Dia. 2* is sente. After White defends with 2, the sequence to White 10 is played and the game is over. The result is a draw: both Black and White have 27 points. Black can do better than this.

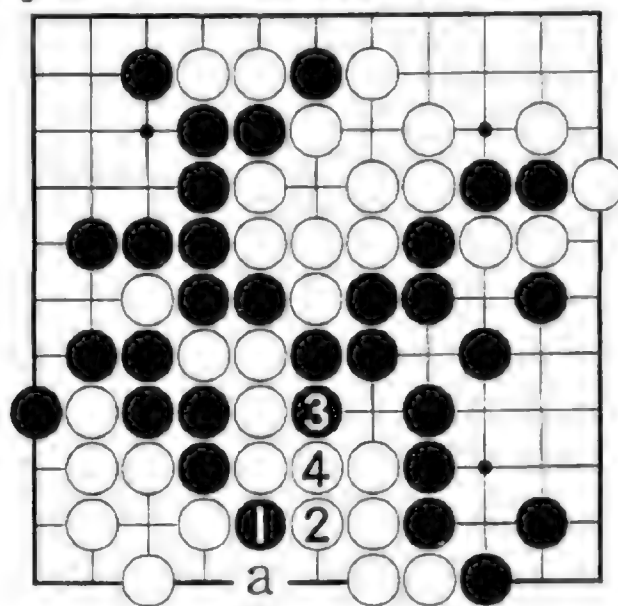


Figure 2
The tesuji

The cut of Black 1 in *Figure 2* is a tesuji. Black next exchanges 3 for White 4. White must eventually capture at 'a', so compared to *Dia. 2*, White's territory is one point smaller here.

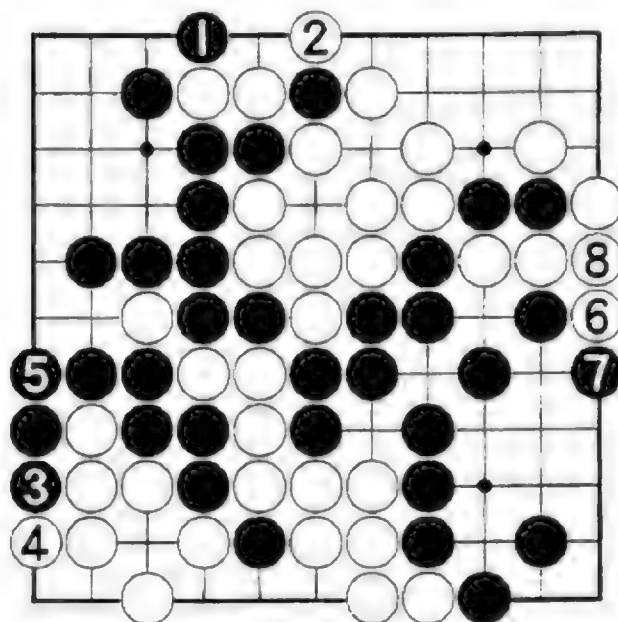
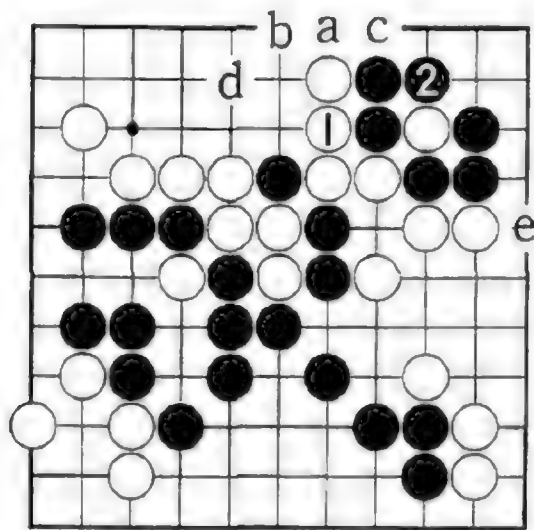


Figure 3
Black wins by one point

Black wraps up the game with the sequence to 5. White takes the last point with 6 and there are no more points to be gained after White 8. This time Black wins by one point: Black 27 points, White 26 points. Note that White must capture the two black stones in the upper right corner.

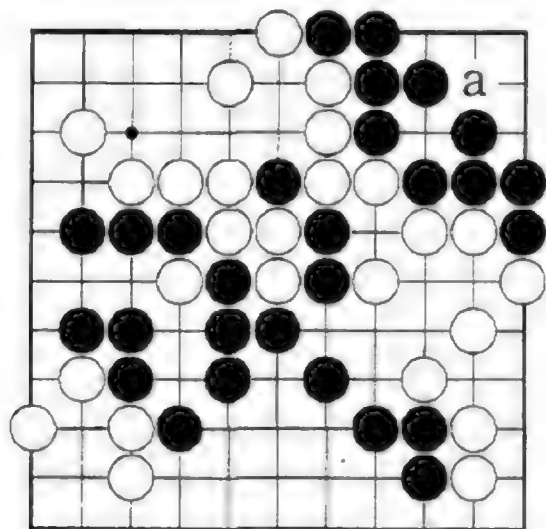
Problem 2



Dia. 1

What Black must think about.

White 1 in *Dia. 1* is sente — Black must capture with 2. Next, the hane-and-connect sequence from Black 'a' to White 'd' is Black's privilege as is the sequence starting with Black 'e'. *Dia. 2* shows the result of these two sequences.



Dia. 2

Seki

It looks as if Black gets seven points of territory in the upper left corner in *Dia. 2*. But White can create a seki in the corner by playing at 'a'. Thus —

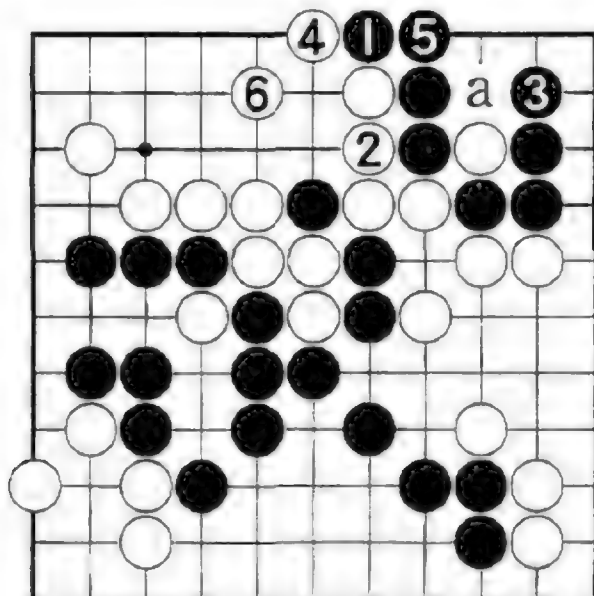
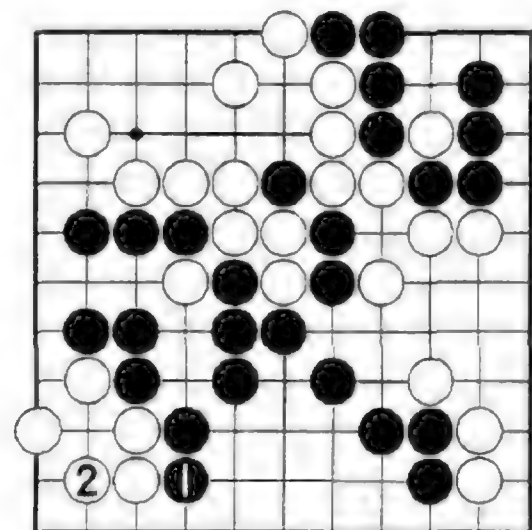


Figure 1

Black ends in sente

Black must hane at 1 in *Figure 1*. When White threatens with 2, Black defends at 3. White must defend with 4 and 6 and Black secures the corner. Note that if Black had captured at 'a' instead of playing 3, White get a seki with a move at 3. In this way, Black secures his corner and gains points in sente.



Dia. 3

The bottom is big, but —

Black seals off the right side with 1 in *Dia. 3*, forcing White to make two eyes. However, this is not the best way to handle this position.

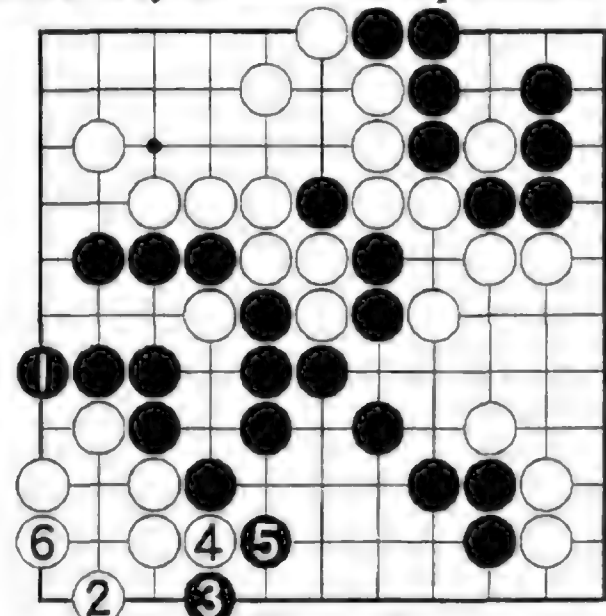
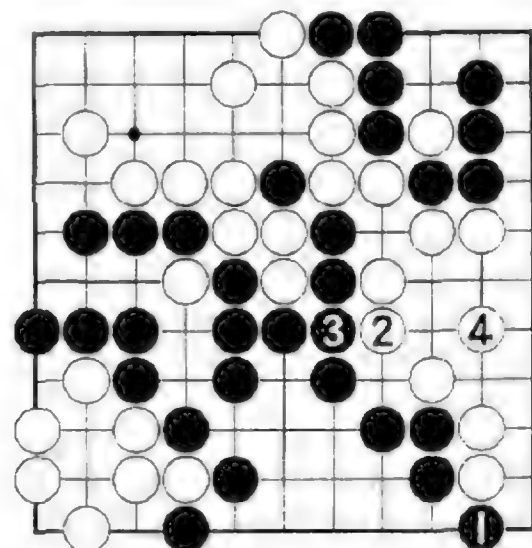


Figure 2

The tesuji combination

Black 1 and 3 in *Figure 2* are the tesuji combination. Black has been able to seal off the bottom as well as playing 1, all in sente.



Dia. 4

A mediocre endgame move

The hane of Black 1 in *Dia. 4* is the move that many players would play in their games, but it is a mediocre move. After White plays 2 and 4, the result will be a draw.

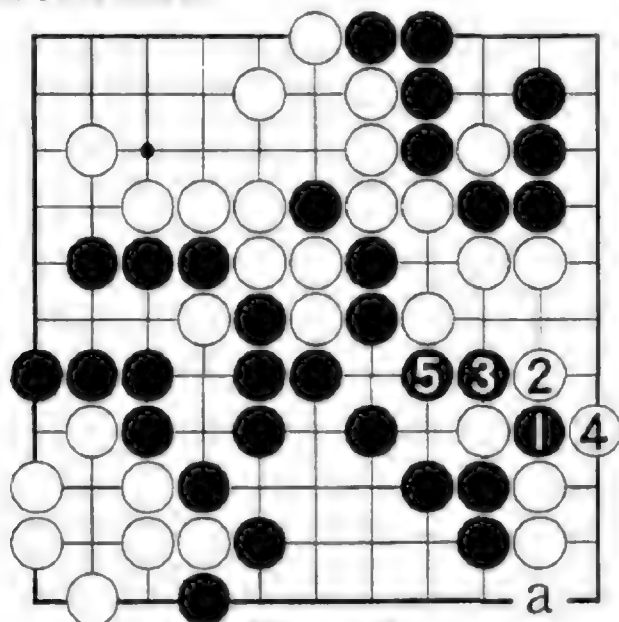


Figure 3
Black must cut

Cutting with Black 1 in *Figure 3* is the tesuji. White captures with 4 and Black draws back to 5.

If White 2 at 3, Black will hane at 'a' and White's territory on the right side will be one point less than in *Dia. 4*.

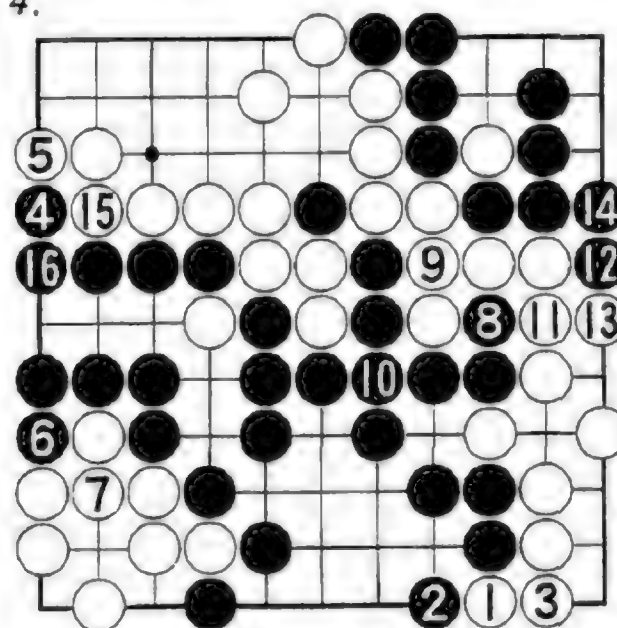


Figure 4
Black wins by one point

White gets to hane and connect with 1 and 3 in *Figure 4*, but the remaining endgame moves are obvious. Black wins by one point.

From *Gekkan Go Warudo*, January 2001.

Go in the West in the 18th Century

Continued from page 68

Notes

1. III. Godefridi Guilielmi Leibnitii: *Annotatio de quibusdam Ludis; imprimis de Ludo quodam Sinico*, [. . .] in *Miscellanea Berolinensia*, p. 22 (Berlin 1710). The find was reported in 'Oud nieuws', *Go tijdschrift van de nederlandse go-bond* 19/4, p. 48 (1982), and, later but independently (found by Birgit Albers and translated into German by Ulrich Wehking), in 'Leibniz and GO', *Deutsche Go-Zeitung*, 63/3, p. 37 (1988).

2. *Memoriaal wegens de Ambassade der Nederlandsche Oost Indische Compagnie naar den Kijzer van China in de Jaaren 1794-5*. See also the reports 'Oud nieuws', *Go tijdschrift van de nederlandse go-bond*, 19/6, p. 43 (1982), and 'Did

This Man Teach George Washington to Play Go?', *The American Go Journal*, 21/4, p. 43 (1987).

3. *Voyage de l'Ambassade de la Compagnie des Indes Orientales Hollandaises, vers l'Empereur de la Chine, dans les Annees 1794 & 1795*.

I wish to express my gratitude to Theo van Ees, Ger Hungerink, and Anton Steininger for their assistance in helping me find these early go descriptions. I also would like to thank Julie Lamont for her editorial assistance.

The article, 'Go in Europe in the 17th Century', that appeared in *Go World* #27 is available at:
<http://www.kiseido.com/essay.htm>

Michael Redmond on Fuseki

In this issue I will analyse the opening of the third game of the 25th Kisei title match between O Rissei Kisei (white) and Cho Sonjin 9-dan, the challenger. The pattern adopted by Black in this game was the mini-Chinese Opening. Although I analysed this pattern in one of my previous articles, there are a number of points in this game that make this opening here unique.

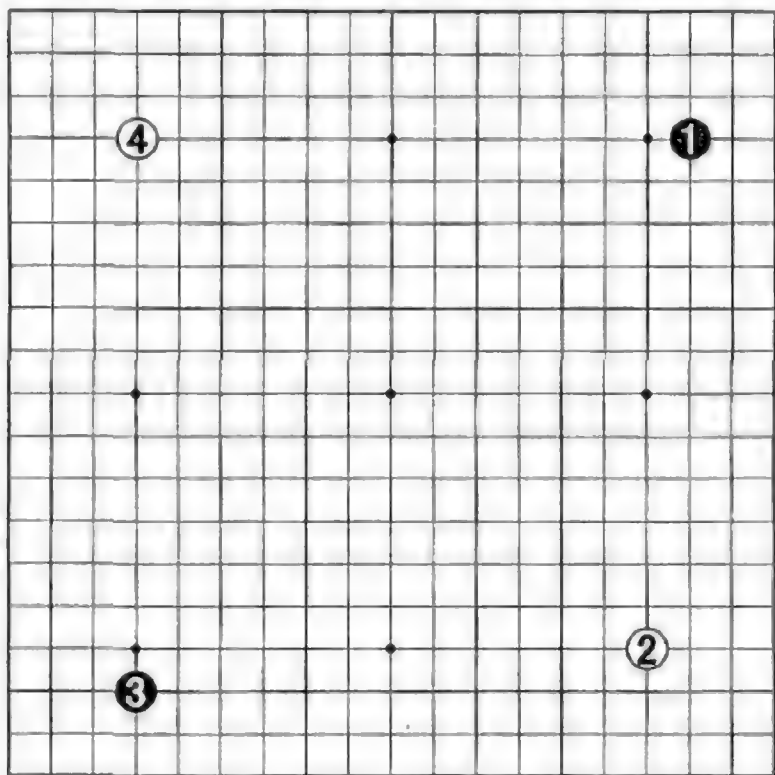
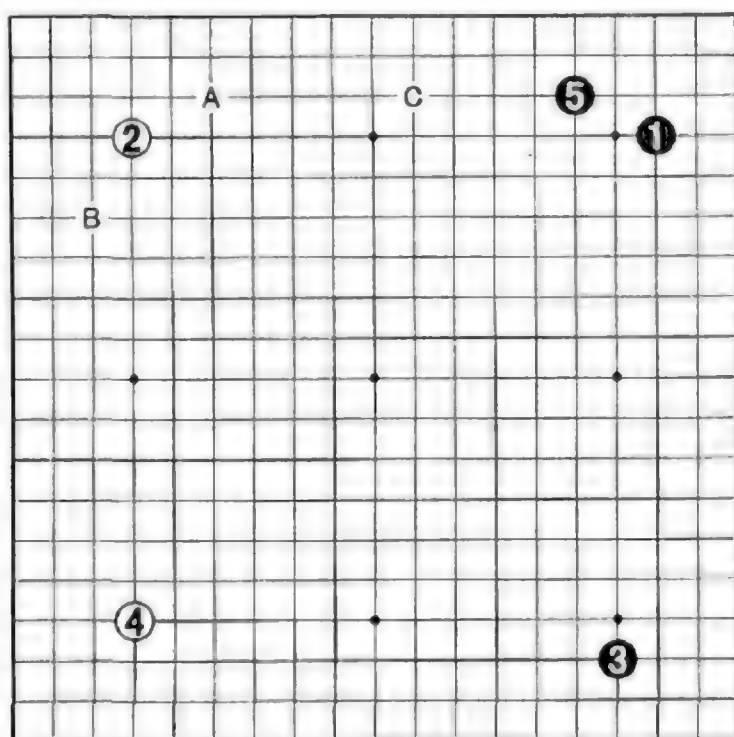


Figure 1 (1-4)

Figure 1 (1-4)

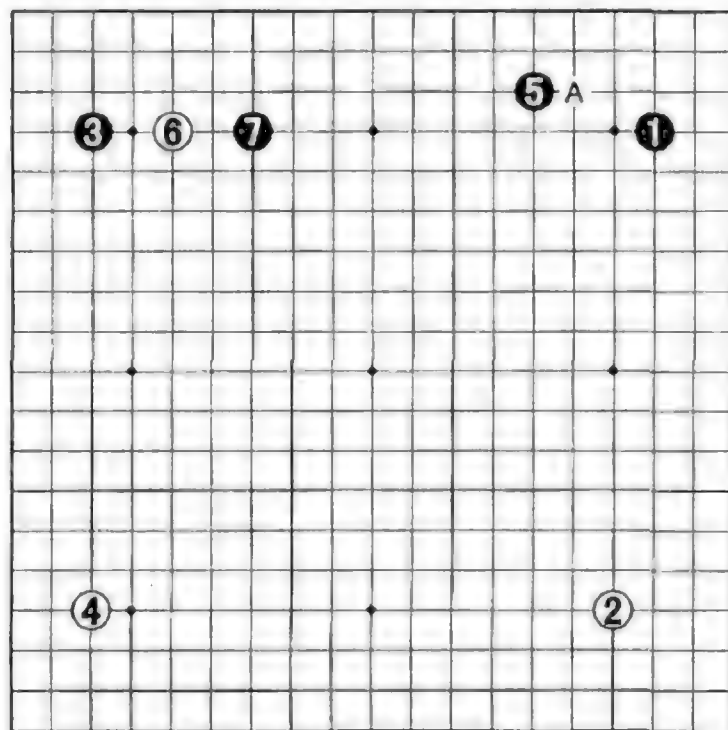
White 2 is an interesting response to Black 1. In answer to Black 1 on the 3-4 point, it is more common for White to play 2 at 4 in the upper left corner.



Dia. 1

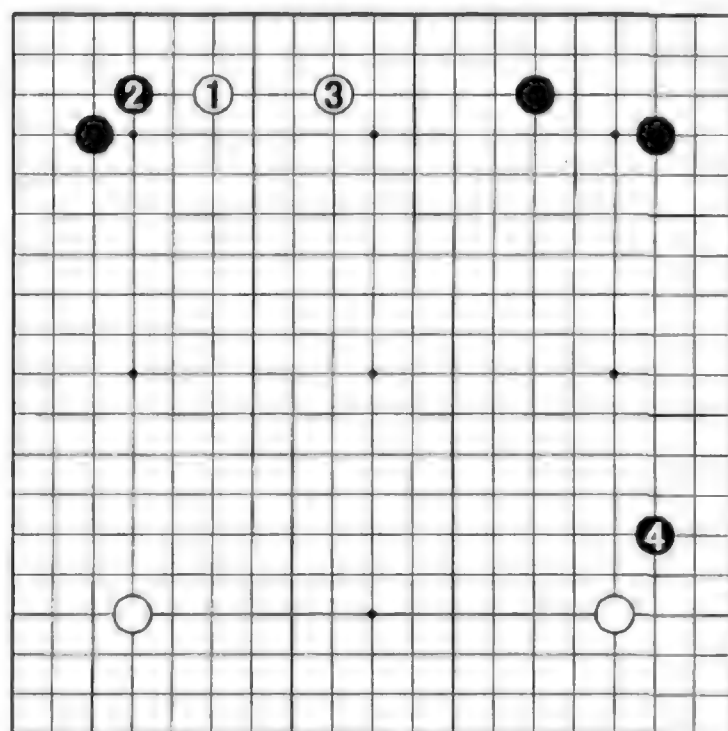
After White 2 and 4 in *Dia. 1*, making a corner enclosure with 5 is one of Black's many continuations. He could also play Black A-White B-Black C, setting up the mini-Chinese-Opening pattern.

Simply playing Black 5 at C is another move that is often seen. I think that O played 2 in *Figure 1* because he wanted to avoid the mini-Chinese Opening. However, White 2 allows Black to play 3 in *Dia. 2*, setting up the pattern known as *mukai-komoku* (facing 3-4 points). A lot of pros think that this pattern is advantageous for Black.



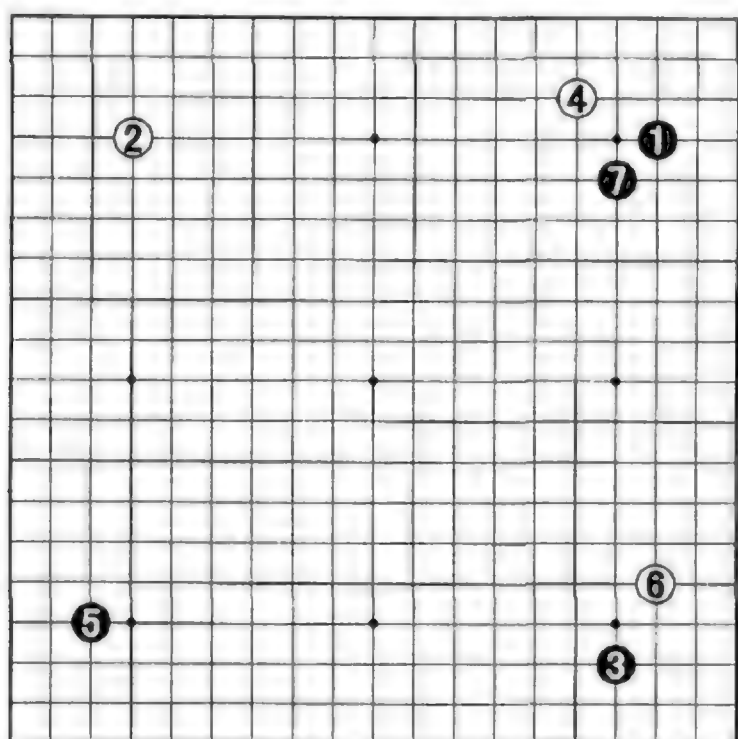
Dia. 2

After White 4 in *Dia. 2*, Black will make a corner enclosure at 5 (or A), preparing to attack with the pincer of 7 if White approaches with 6. White is now under severe pressure at the top.



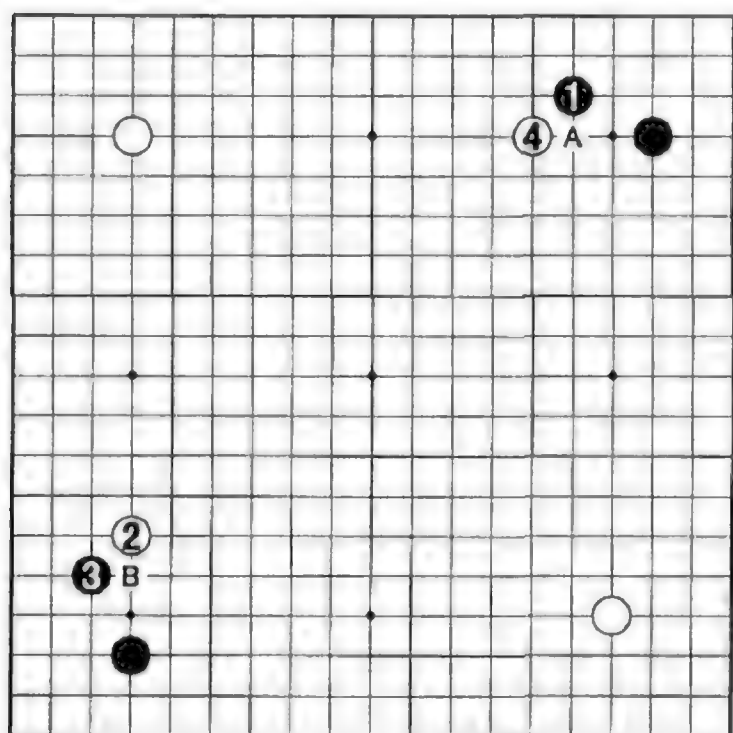
Dia. 3

White might settle his stones at the top by playing 1 and 3 in *Dia. 3*. Black would then approach with 4, and, with his corner enclosure at the top facing down the right side, his prospects in this area are good.



Dia. 4

When White occupies the upper left corner with 1 in *Dia. 4*, the sequence to Black 7 could result. This is the famous Shusaku opening. In the days when games were played without komi, this opening pattern was thought to give Black a slight advantage. Nowadays, when this opening occurs in a komi game, Black will play 7 at A.

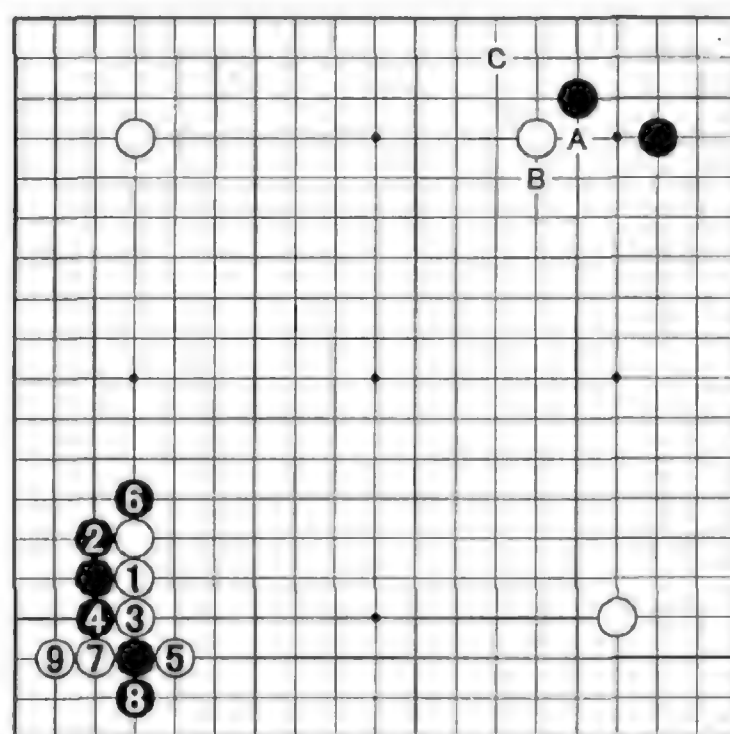


Dia. 5

If Black makes a corner enclosure with 1 in *Dia. 5*, White might play the two-space approach move of 2. This move is a favorite of O's. Go Seigen believes that this move will be the hallmark of 21st-century fuseki. If Black responds with 3, White can play a shoulder hit at 4. This makes A and B miai in both corners.

The idea behind this is that White will want to play the large-avalanche joseki starting with 1 in *Dia. 6*. With White stones occupying the upper left and lower right corners, this is a good joseki choice

for White. (O, by the way, is an expert in this joseki). The avalanche has a lot of variations involving ladders and whichever corner White gets to start this joseki, the stone at 2 or 4 will become a ladder block in many of the variations. Of course, the shoulder hit provokes the sequence Black A–White B–Black C, enabling Black to secure a large corner, but White expects his two stones to have a favorable strategic effect on the game.



Dia. 6

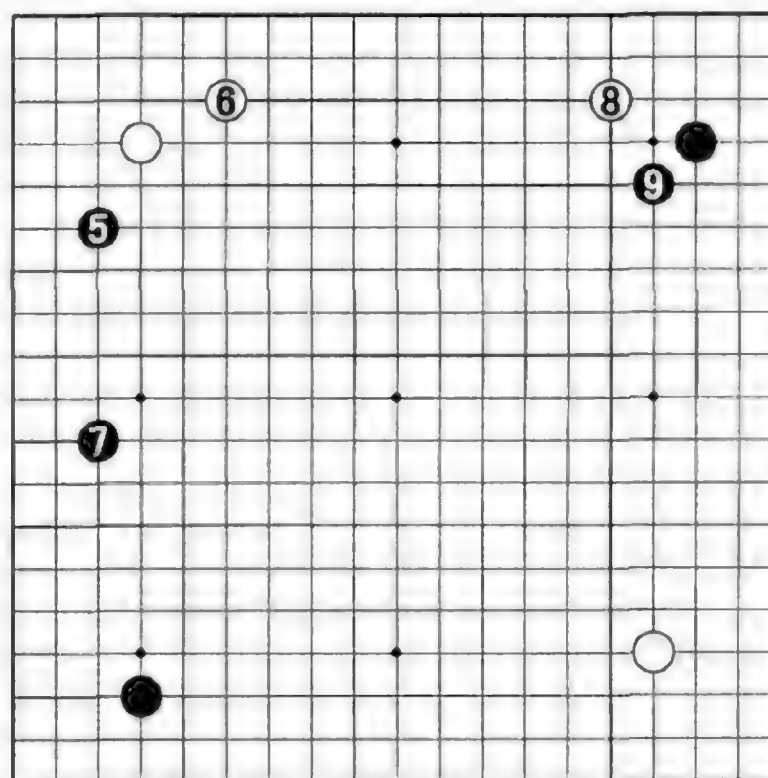


Figure 2 (5–9)

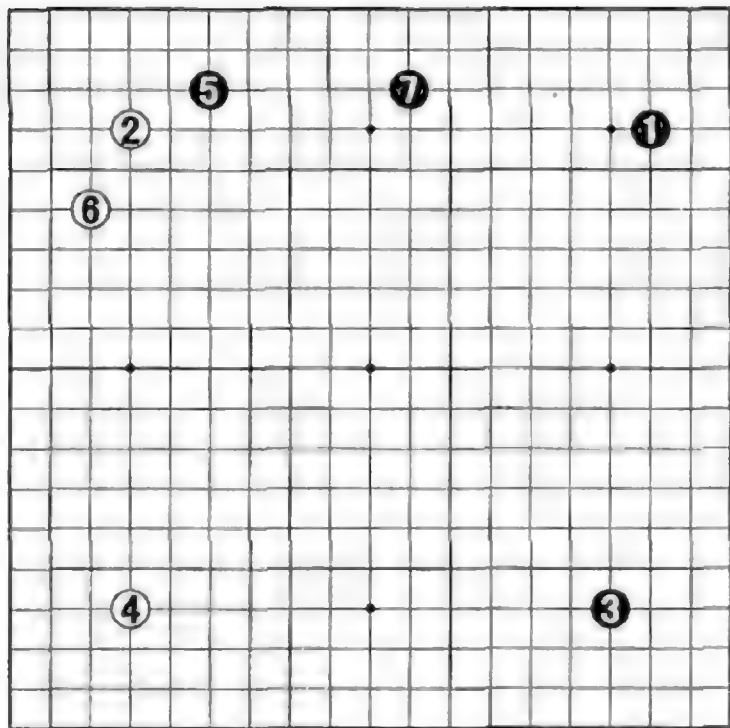
Figure 2 (5–9)

Black set up a mini-Chinese-Opening pattern on the left side with 5 and 7 in *Figure 2*.

Responding to White 8 with the diagonal move of Black 9 is solid. A move like this makes the possibility of a fight arising in the upper right unlikely. It also indicates that Black is willing to play a tight game that could be decided in the endgame.

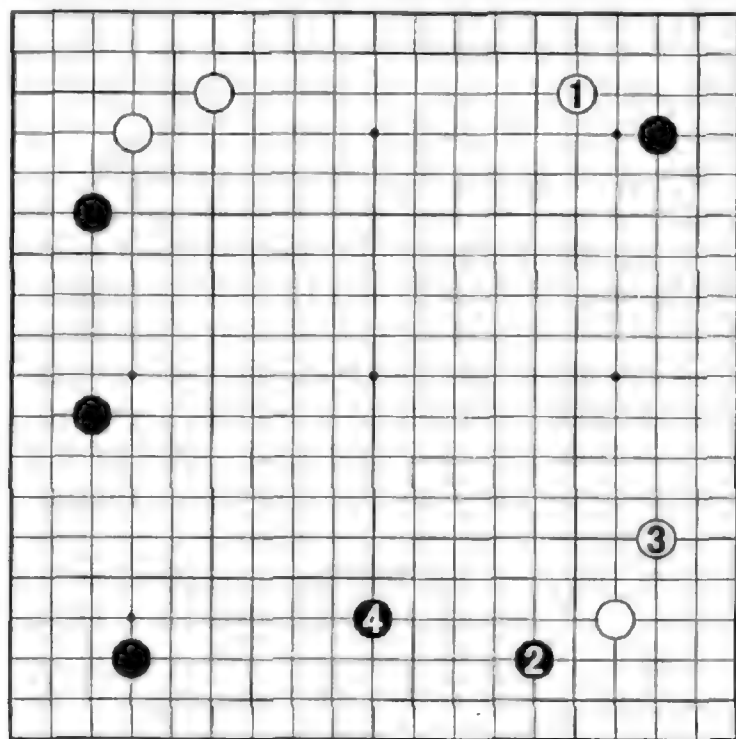
Although I stated that O wanted to avoid the mini-Chinese Opening pattern, you should note

the difference between *Figure 2* and *Dia. 7*. In *Dia. 7*, the formation of Black 1, 5, and 7 is facing toward the black stone at 3. In *Figure 2*, the black stones on the left side face a white stone in the lower left corner. This changes the whole character of the opening and makes *Figure 2* more acceptable to O.



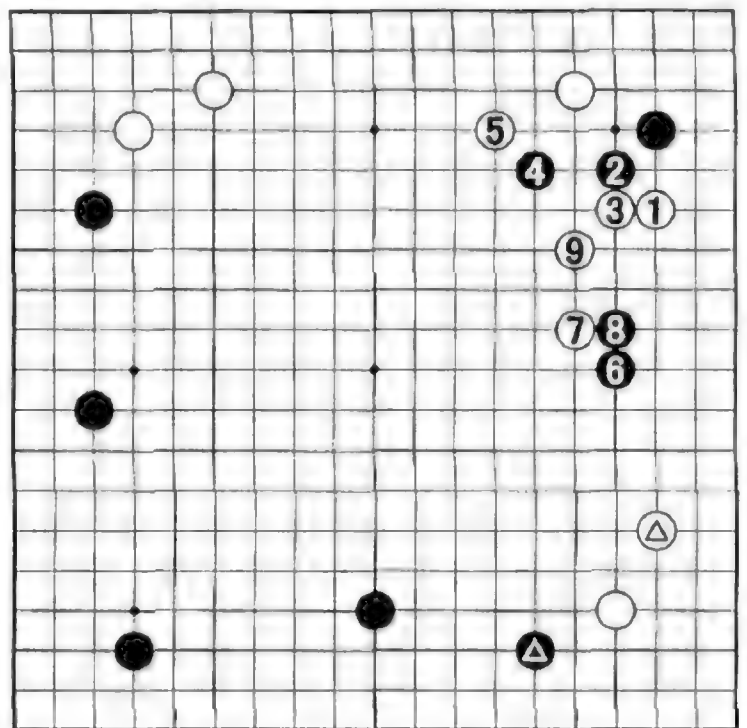
Dia. 7

Instead of 9 in *Figure 2*, Black could switch to the bottom and play 2 and 4 in *Dia. 8*. Black's framework extending from the upper left side to the bottom right is ideal. But Black has given up the initiative in the upper right corner, and White might attack with 1 in *Dia. 9*.



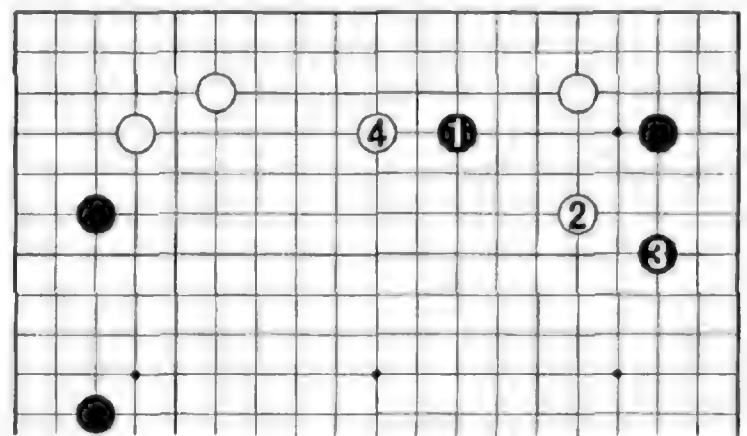
Dia. 8

The exchange of the marked stones in *Dia. 9* makes it hard for Black to fight on the right side. Black responds to White 1 by running away with 2 and 4. After White 5, Black would like to pincer with 6, but, with the white marked stone in place, Black will end up with two weak groups. White attacks this stone with 7 and Black ends up with two weak groups after White 9.



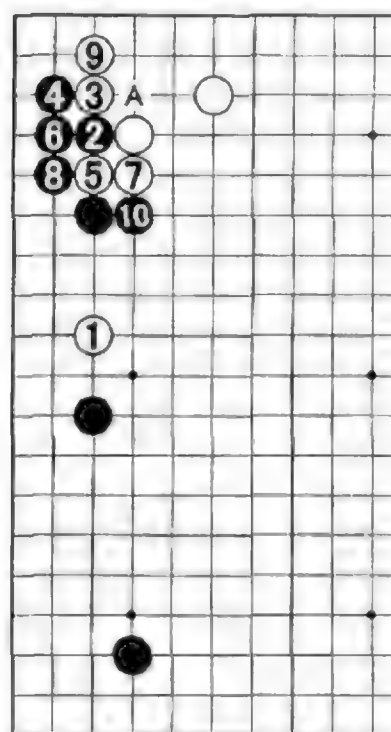
Dia. 9

Are there other alternatives to Black 9 in *Figure 2*? The pincer of Black 1 in *Dia. 10* is the first move that comes to mind, but, after exchanging 2 for Black 3, White's pincer at 4 is severe.

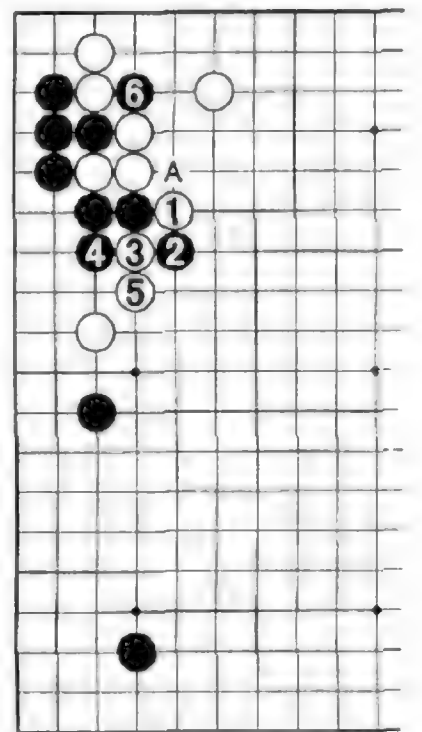


Dia. 10

The weakness of the mini-Chinese formation is that it is thin. However, White must be careful not to invade prematurely.



Dia. 11



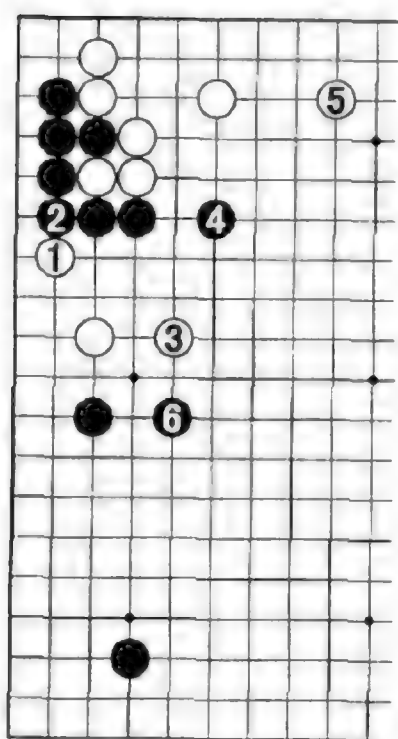
Dia. 12

For example, if White invades at 1 in *Dia. 11*, Black will attach at 2. The sequence to Black 10 is a representative joseki, but the White stone at 1 be-

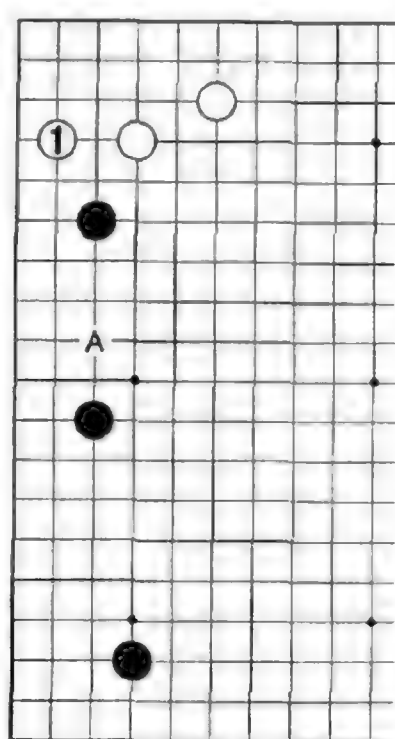
comes isolated. Because of the bad aji at A, White cannot play aggressively around here.

That is, White would like to confine the black stones to the side with 1 and 3 in *Dia. 12*, but after exchanging 4 for White 5, Black cuts at 6. Black threatens either to make a double atari at A or to capture two white stones at the top.

Therefore, White will have to take a more prudent approach and jump to 3 in *Dia. 13* after exchanging 1 for Black 2. Black jumps to 4 and White stabilizes his stones at the top with 5. Next, Black attacks with 6.



Dia. 13



Dia. 14

Securing the corner by jumping down to 1 in *Dia. 14* is another option for White. An invasion at White A is now a potent threat.

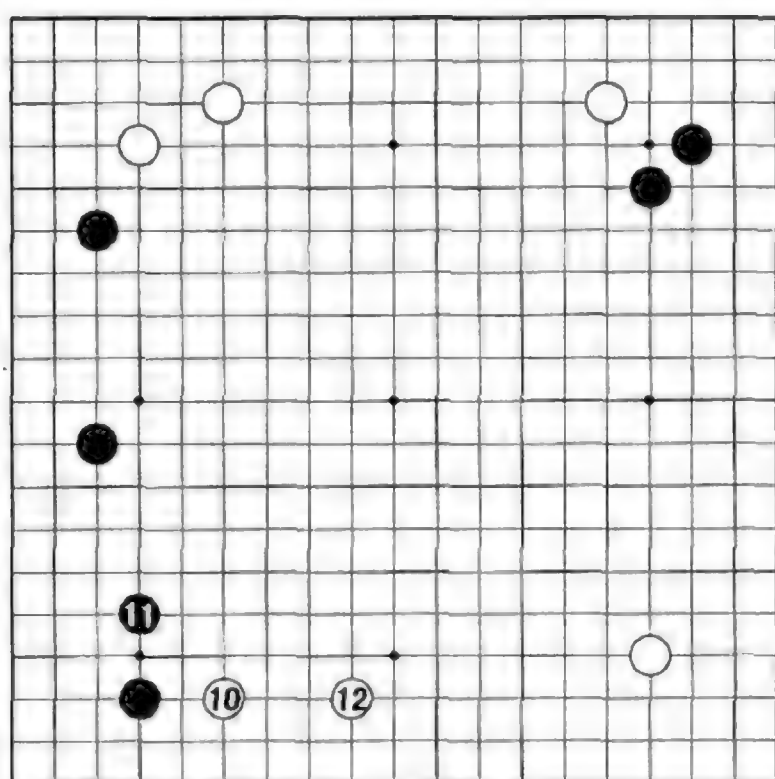


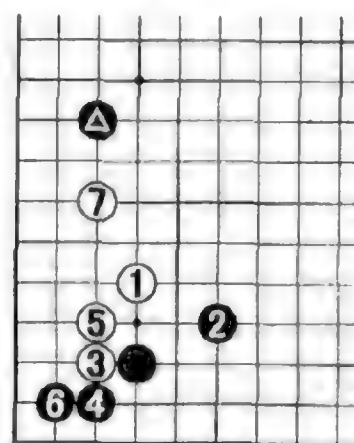
Figure 3 (10-12)

Figure 3 (10-12)

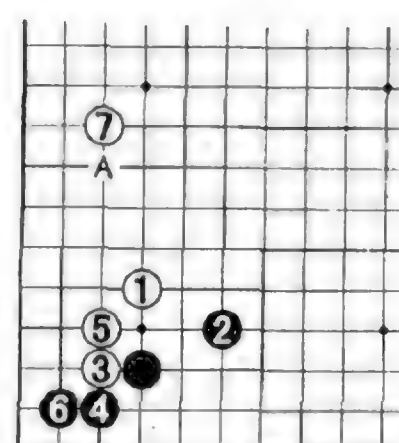
White now has to think about playing in the lower left. Against the mini-Chinese-Opening pat-

tern, the Go Seigen-style White 10 in *Figure 3* is the standard approach move used nowadays. Black answers with 11 and White takes up a position at the bottom with 12.

White 1 in *Dia. 15* is the usual direction to approach a stone on the 3-4 point, but, with the marked stone in place, White can only extend to 7 after the sequence to Black 6. White's stones do not have two eyes and they are left with a cramped feeling. In the meantime, Black is getting territory at the bottom. That is the reason this approach is not often played these days.

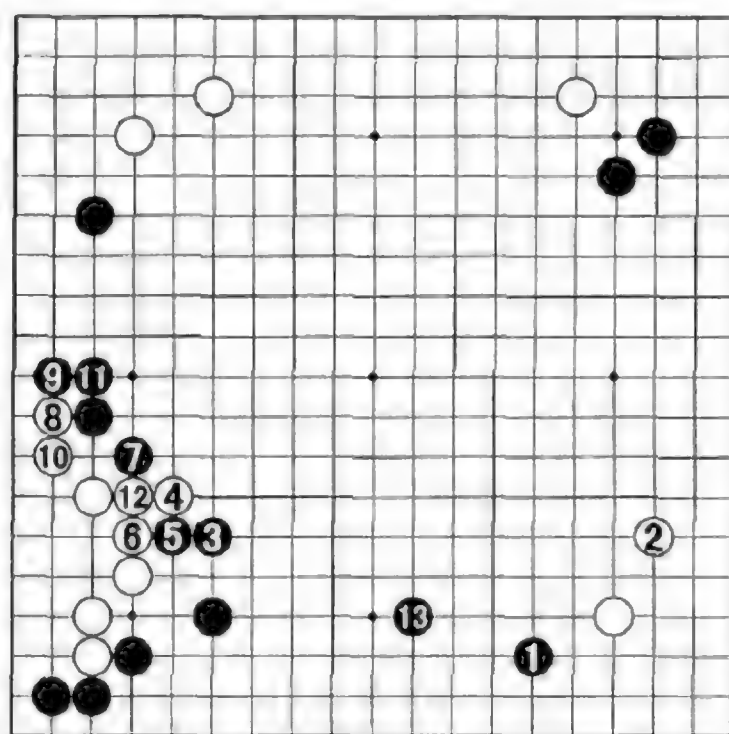


Dia. 15



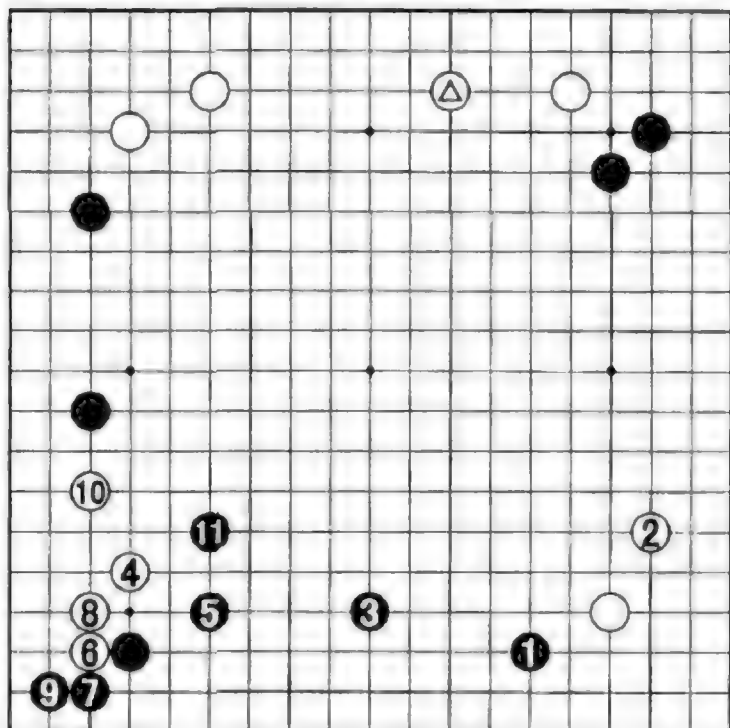
Dia. 16

After Black 6 in *Dia. 16*, White would like to extend to 7. If it is necessary to play safely, White 7 at A is also good. However, with the marked stone in place in *Dia. 15*, White does not have room to make either of these extensions.



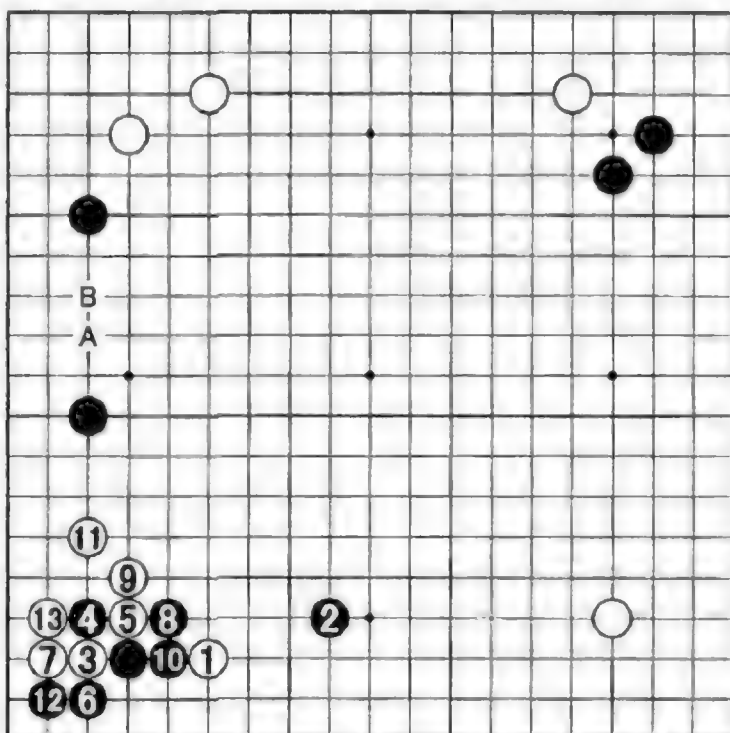
Dia. 17

After the joseki in *Dia. 15*, Black can exchange 1 for White 2 in *Dia. 17*, then attack White's stones on the left by jumping to 3. White must expand his space for making eyes with 8 and 10 before connecting at 12. Black's stones in the upper left are secure, he has mapped out a moyo at the bottom, and he ends in sente. Black A will be a good move if Black has a moyo. White cannot afford to give Black such a good result, so the approach move of White 1 in *Dia. 15* is not played.



Dia. 18

It is important for White to establish a presence in the bottom left with 10 in *Figure 3*. Suppose White plays the marked stone. Black will stake out a position along the bottom with 1 and 3 in *Dia. 18*. Now White's options for invading the lower left are reduced. If White approaches with 4, the bottom is starting to look like territory after Black 11.

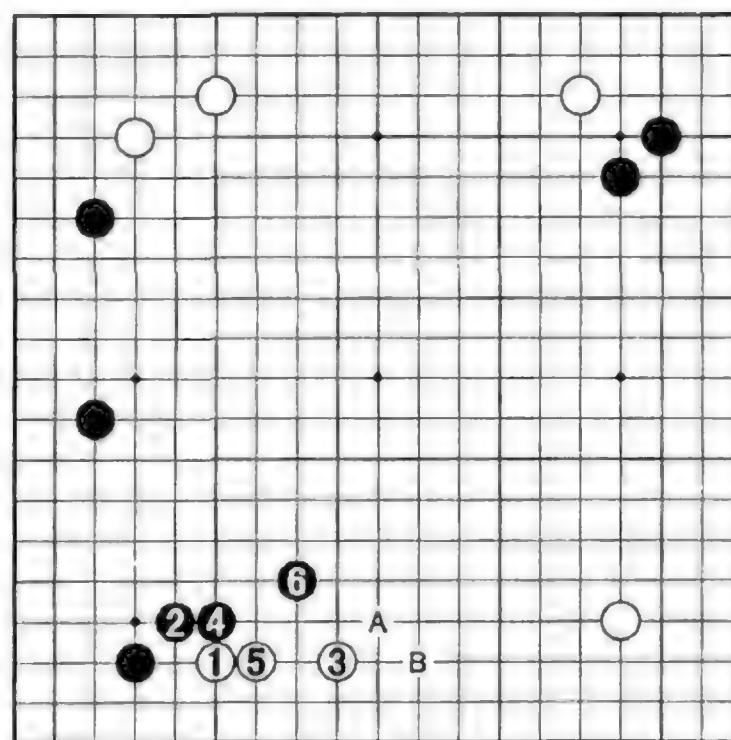


Dia. 19

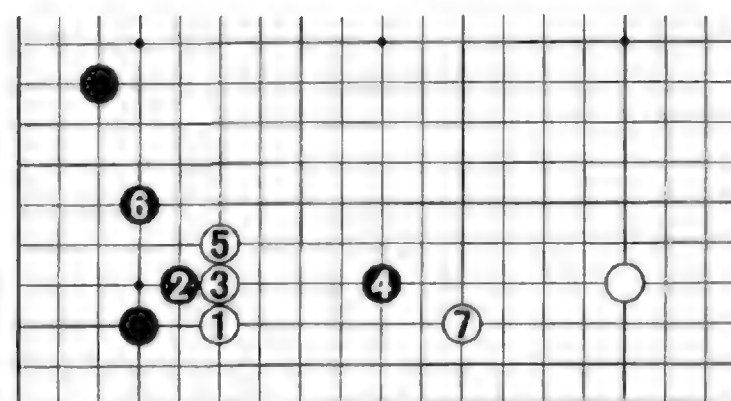
In response to White 1, the pincer of Black 2 in *Dia. 19* might be considered. However, after the joseki to White 13, the two Black stones at the top are thin, and White can aim to invade at A or B.

Black 2 in *Dia. 20* is an aggressive response to White 1. If White extends to 3, Black will press White with 4 and 6. Not only is Black staking out a moyo in the center, he is also threatening an attack with A or B.

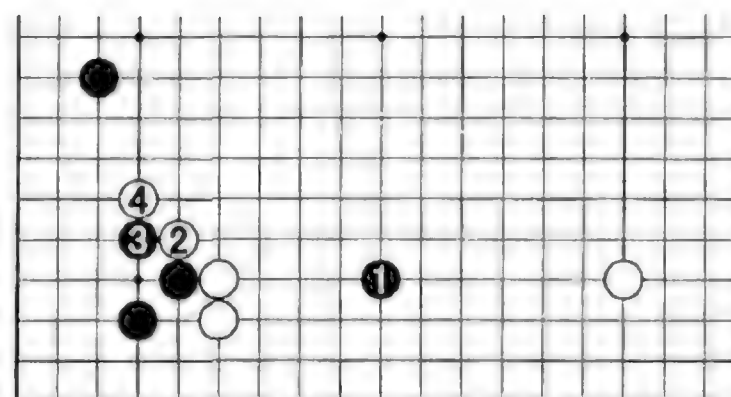
Against Black 2, White might respond more aggressively with 3 in *Dia. 21*. If Black pincers with 4, White will exchange 5 for 6, then attack the black stone at 4 with 7. This could lead to fierce fighting.



Dia. 20

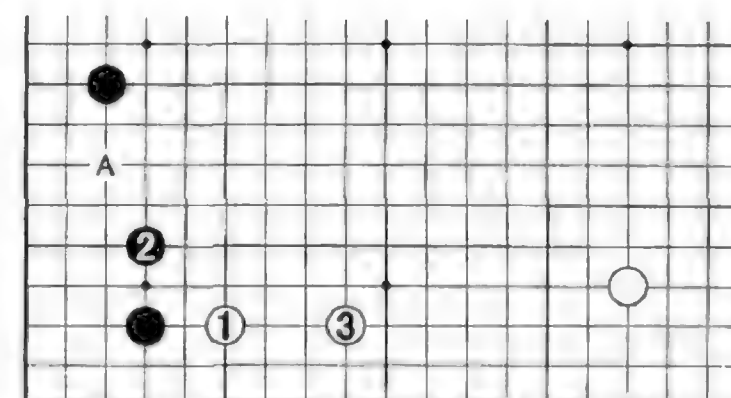


Dia. 21



Dia. 22

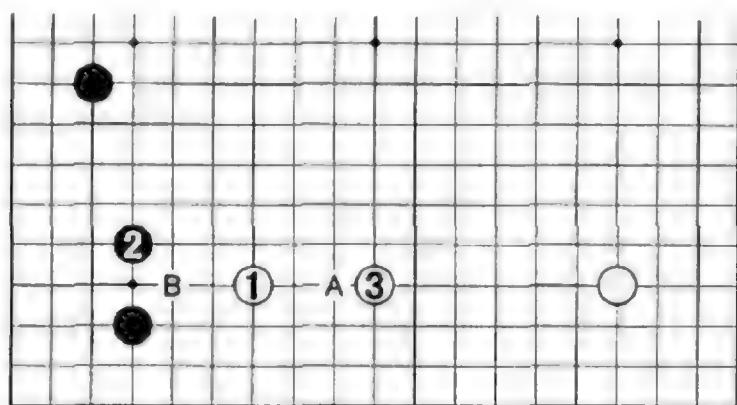
White can also play a two-step hane with 1 and 3 in *Dia. 22*, and this can lead to a difficult fight.



Dia. 23

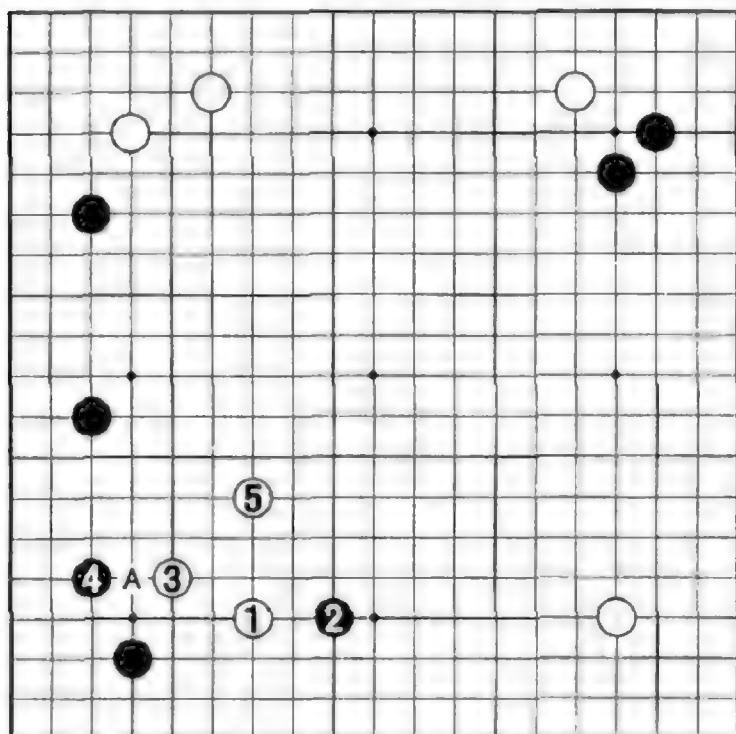
Black would certainly be happy with the result in *Dia. 20*, but there is the risk that White will play as in *Dia. 21* or *22*. Therefore, making a corner enclosure with 2 in *Dia. 23* is the prudent way to play. After 3, White is aiming at an invasion at A.

Let's look at some other possible White approach moves.



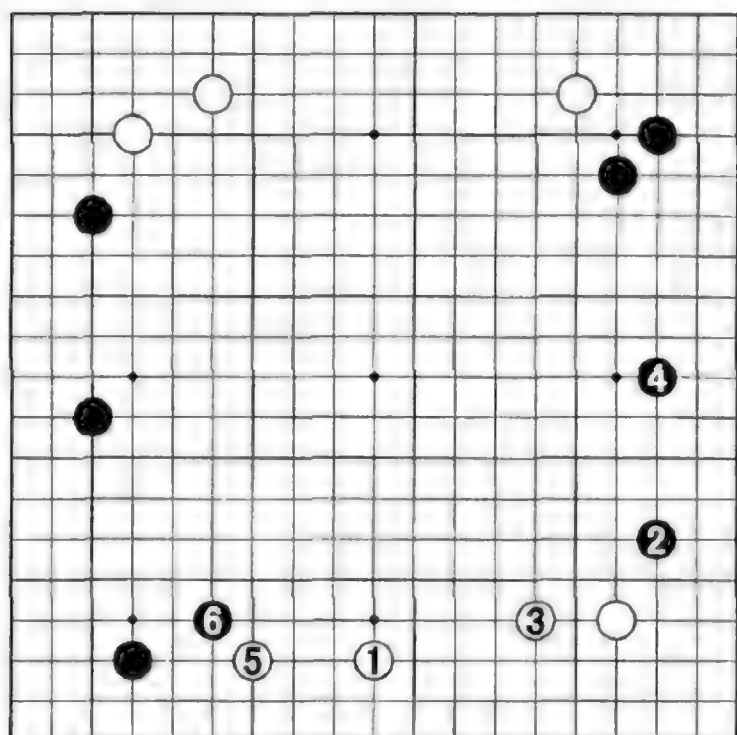
Dia. 24

Until recently, White 1 in *Dia. 24* was popular. Black can enclose the corner with 2, pincer with A or 3, or play the diagonal move of B. If Black 2, White will extend to 3.



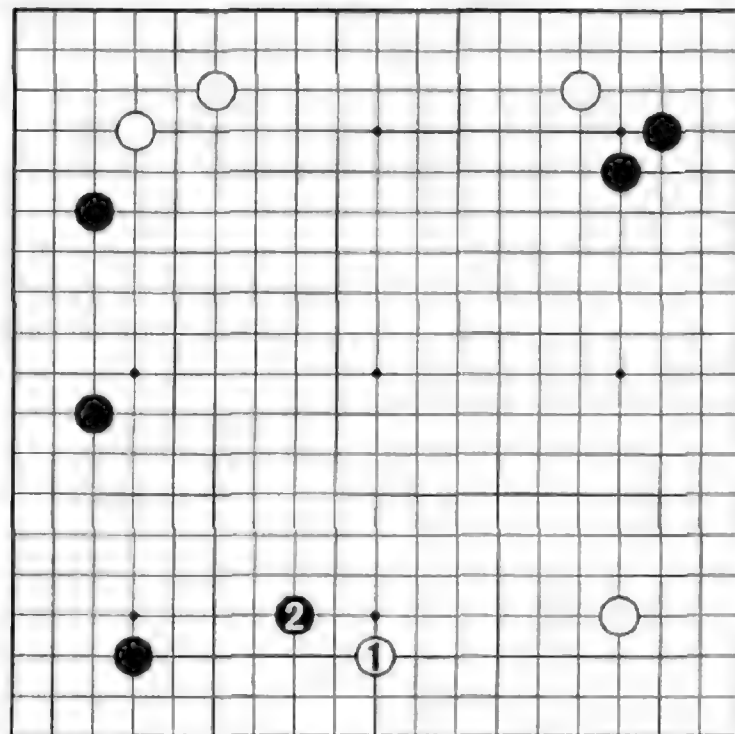
Dia. 25

The pincer of Black 2 in *Dia. 25* is quite severe, since White will have a hard time finding roots for his stones. Exchanging White 3 for Black 4, then jumping to 5 is the safest way for White. If White 3 at A, Black will attach at 3 and the fighting will become difficult.



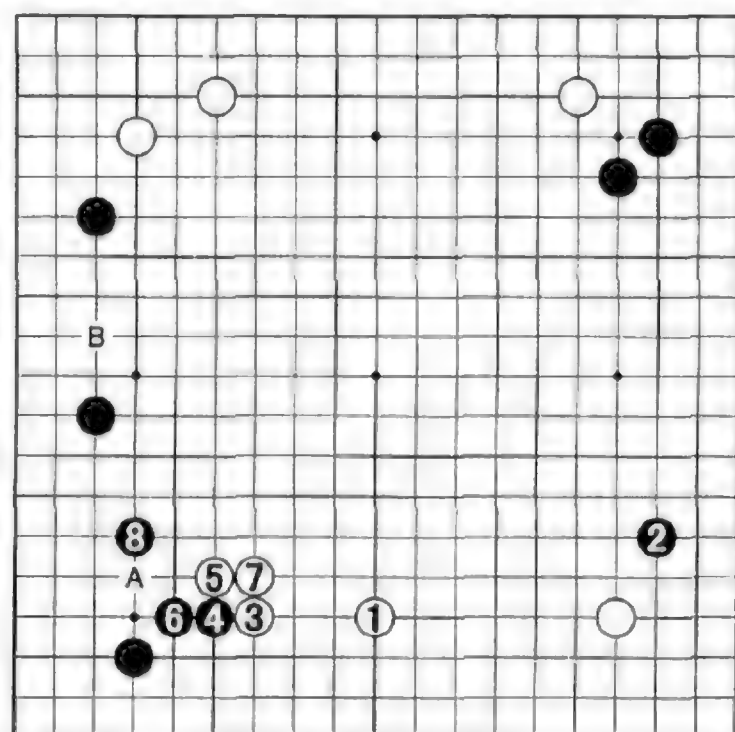
Dia. 26

White 1 in *Dia. 26* is a bit slack. Black will exchange 2 for White 3, then take up position on the right side with 4. If White extends to 5, Black expands his left-side framework with 6 for an excellent result.



Dia. 27

In response to White 1 in *Dia. 27*, Black 2 is another way Black can execute his moyo strategy.



Dia. 28

White takes the high points with 1 and 3 in *Dia. 28*, aiming to foil Black's moyo strategy, but instead of simply making a corner enclosure at A, Black attaches with 4 and secures the lower left side with the sequence to 8. Black no longer has a weak point at A, he has efficiently surrounded the left side, and he is doing well territorially. On the other hand, White's stones on the right are a bit cramped. White can still invade the upper left with B, but Black is strong, so he can fight.

Figure 4 (13-16)

The approach move of Black 13 in *Figure 4* is natural. In the opening, if there are no urgent points to be played, establishing a presence in unoccu-

pied parts of the board is usually best. After White responds with 14, Black extends to 15 staking out the territory on the right side.

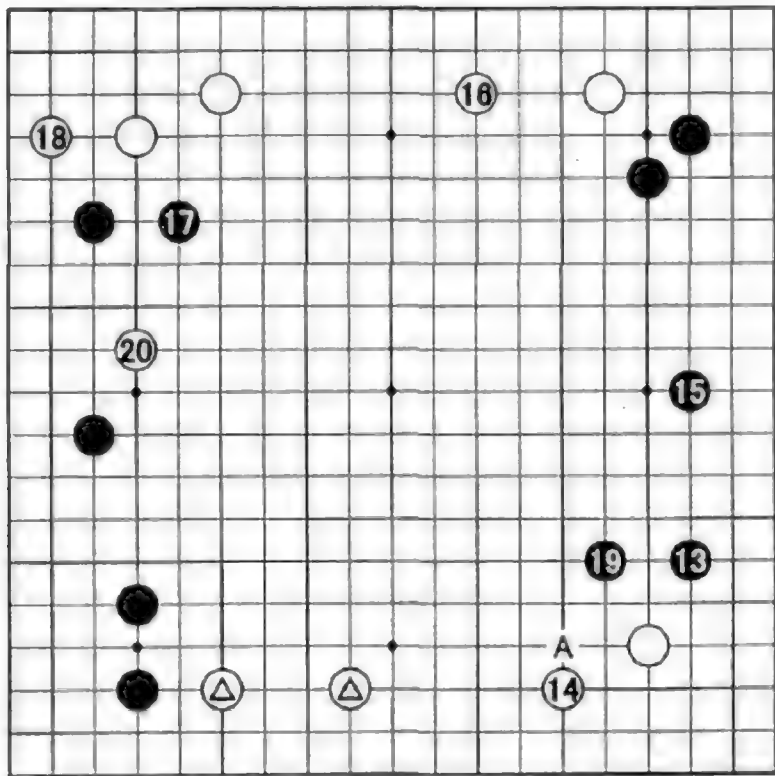
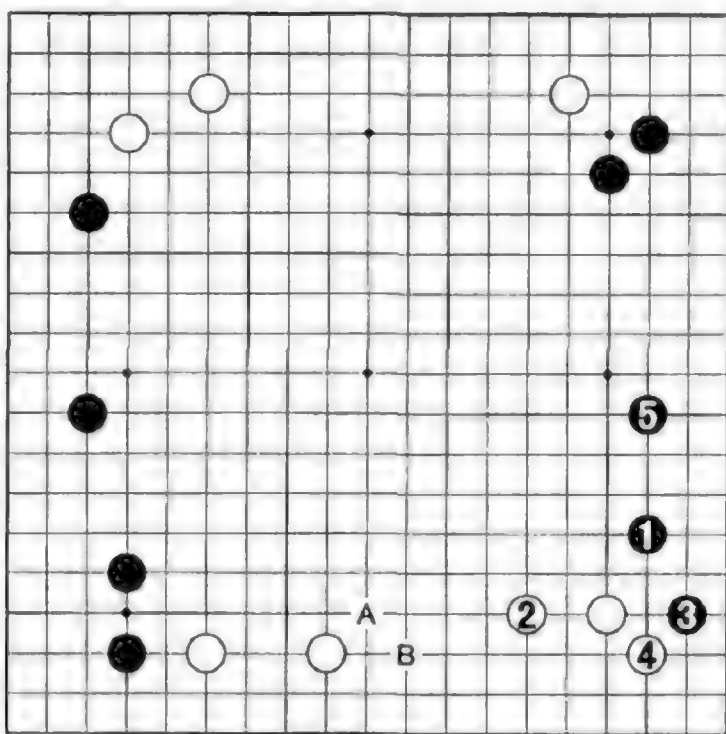


Figure 4 (13-16)

The first point that might be questioned is why White played 14 on the third line. It would seem that three stones on the third line at the bottom gives White an unacceptably low position. Would not 14 at A have given White a more balanced position?

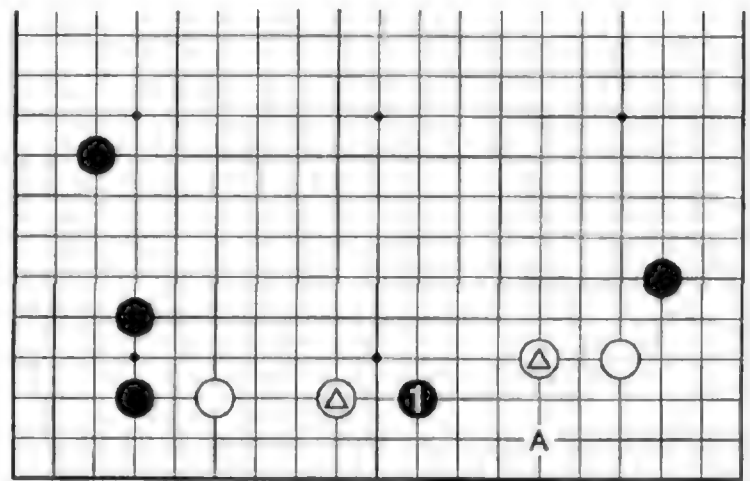


Dia. 29

White 2 in *Dia. 29* expands into the center, but Black can settle his stones on the right side with the sequence to 5. White now needs to play a move in the top right, but Black is aiming at the shoulder hit of A, so White can't expect to make a moyo at the bottom. Playing at B is also an option for Black.

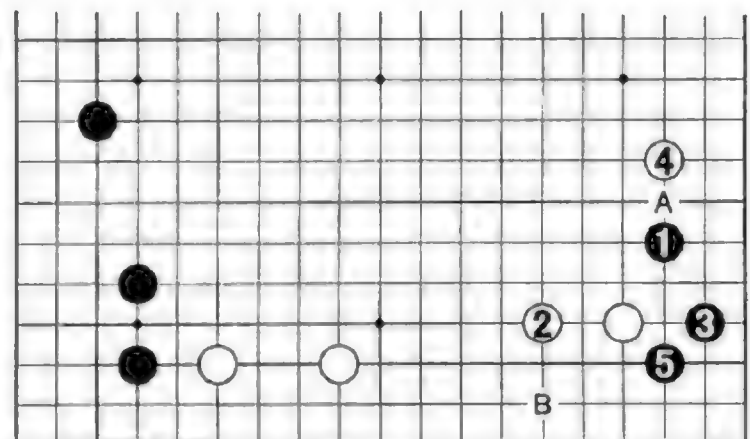
Not only is the space between the marked stones at the bottom in *Dia. 30* wide, but the underbelly of White's position on the right is exposed. Therefore, the invasion of Black 1 will be harder

for White to handle, since sliding to A is one of Black's options.



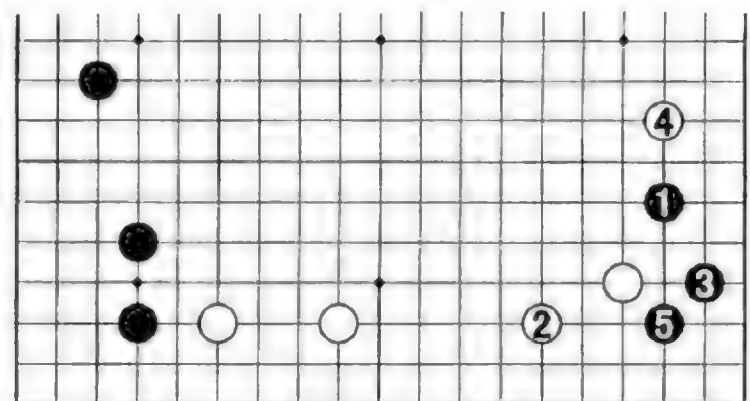
Dia. 30

Another problem with 2 is that it is hard for White to omit 4 in *Dia. 29* when Black slides to 3. If White attacks with 4 or A in *Dia. 31* (or even if he plays elsewhere), taking the corner with 5 is big because Black's follow-up move is to slide all the way to B.



Dia. 31

Black 5 in *Dia. 32* is not as big because the stone at 2 limits Black's advance along the bottom, so White 4 becomes a strong move.



Dia. 32

Instead of sliding into the corner, Black made a wide extension to 15 in *Figure 4*. Now the top right became urgent for White, so playing 16 in the top right became important.

Figure 5 (17-20)

Black 17 in *Figure 5* threatens to invade the corner, so White defends with 18. If White omits this move —

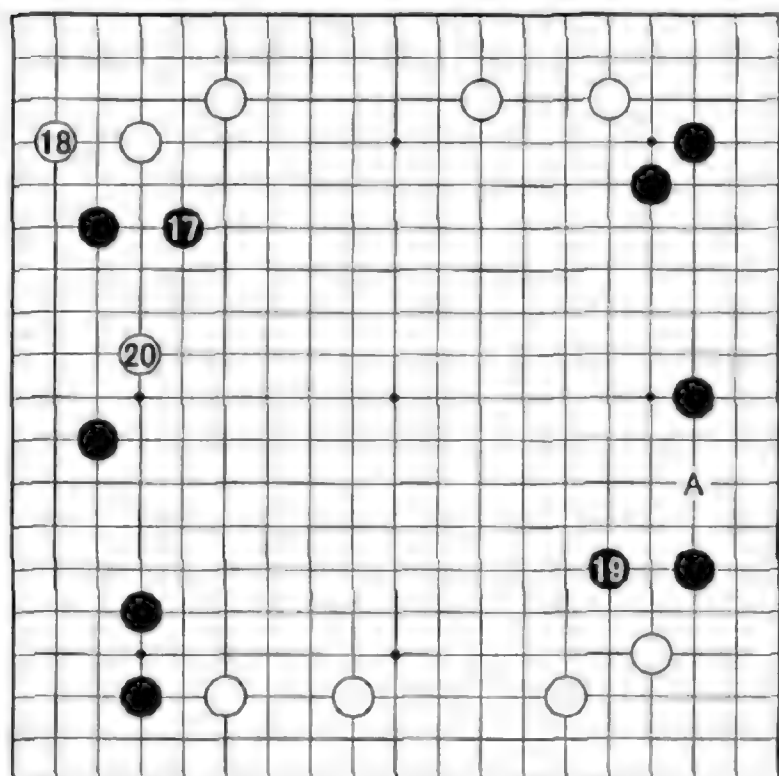
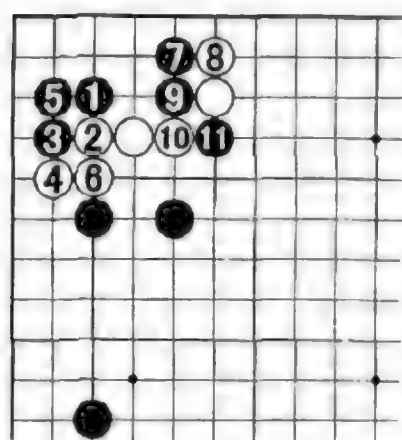
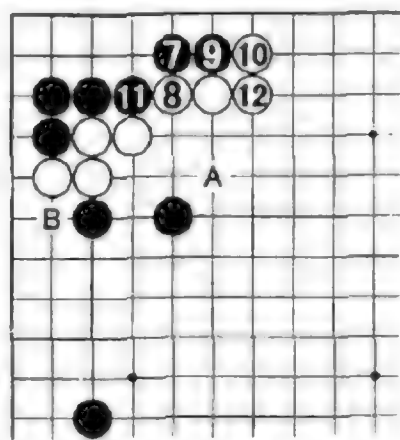


Figure 5 (17-20)

Black invades with 1 in *Dia. 33*. In response to Black 7, White cannot block with 8. Black will push up with 9, then cut with 10. White's position has collapsed.

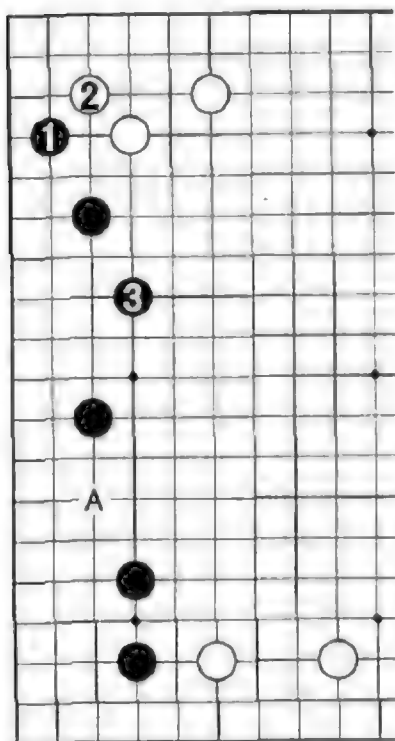


Dia. 33

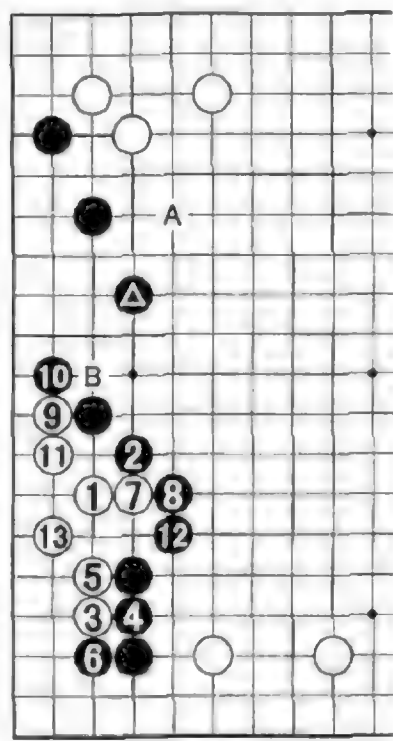


Dia. 34

Therefore, White must play 8 in *Dia. 34*, and Black lives with 9 and 11. White must connect with 12 in gote, but Black still has sente moves at A and B.



Dia. 35

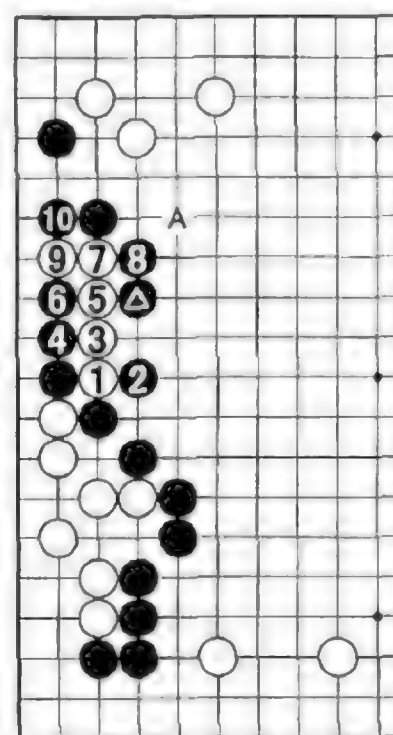


Dia. 36

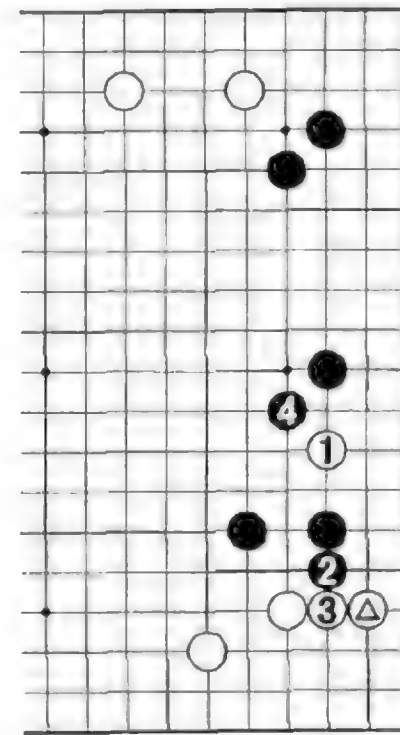
Instead of 17 in *Figure 5*, Black 1 and 3 in *Dia. 35* are the standard way for Black to reinforce his thin position on the upper left side. But his position below is also thin and he has to consider the position after a possible white invasion at A.

White can invade at 1 in *Dia. 36* and easily live with the sequence to 13. Black has influence facing the outside, but the marked black stone is misplaced, leaving Black's position appearing a bit flat. If this stone were at A, it would be more expansive and in keeping with Black's influence below. In this case, however, Black would have to defend at B instead of 12.

If White cuts with 1 in *Dia. 37*, Black can capture White 1 in a loose ladder, as the sequence to Black 10 shows. If the marked stone were at A, the white stones could escape and Black's position would collapse.



Dia. 37



Dia. 38

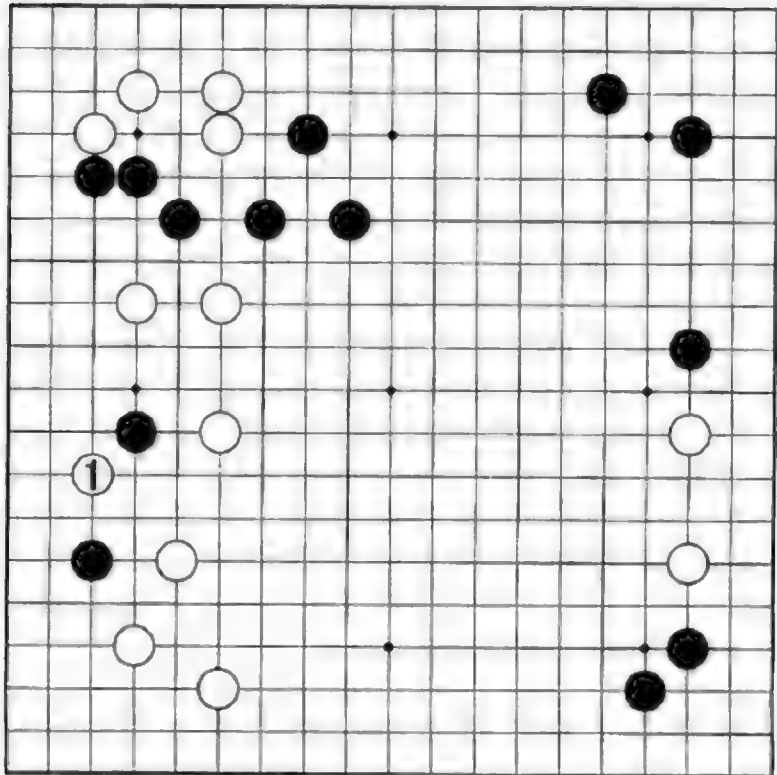
Black 19 in *Figure 5* is similar to Black 17. Not only does it threaten the corner, it also defends against an invasion at A. For example —

Suppose White defends the corner with the marked stone in *Dia. 38* and Black plays elsewhere. White invades with 1, but Black makes a forcing move with 2. Now when Black plays 4, there is no escape for the invading white stone.

The middle game began with White invading the right side with 20. Therefore, we will leave off our analysis here. (The game will be given in the next issue of *Go World*.)

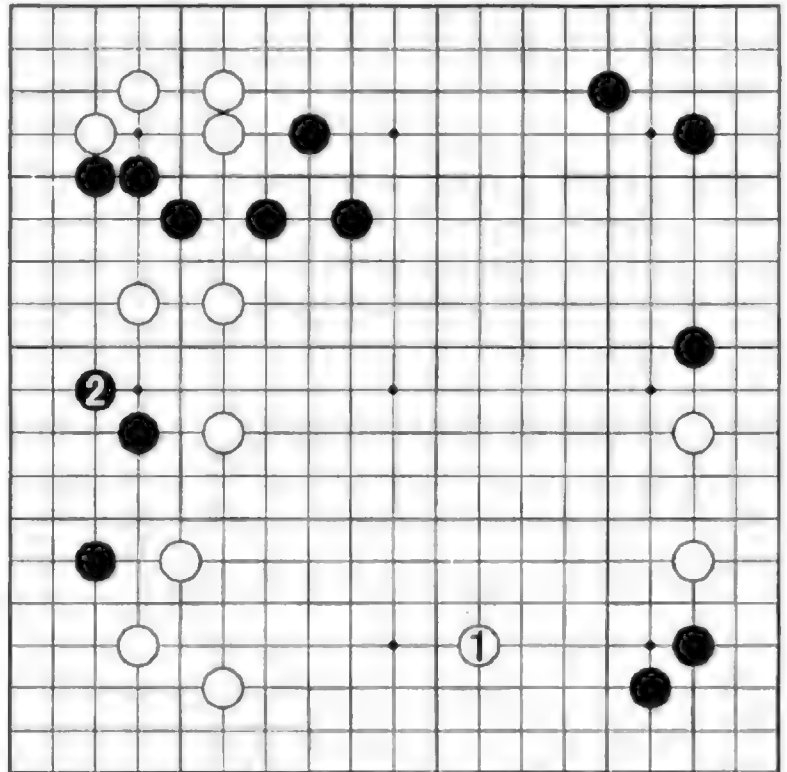
Editor's note: At the end of last year Michael Redmond was promoted to professional 9-dan. He is the first Westerner to be awarded this rank, the highest in the go world.

Problem 4. Correct Answer



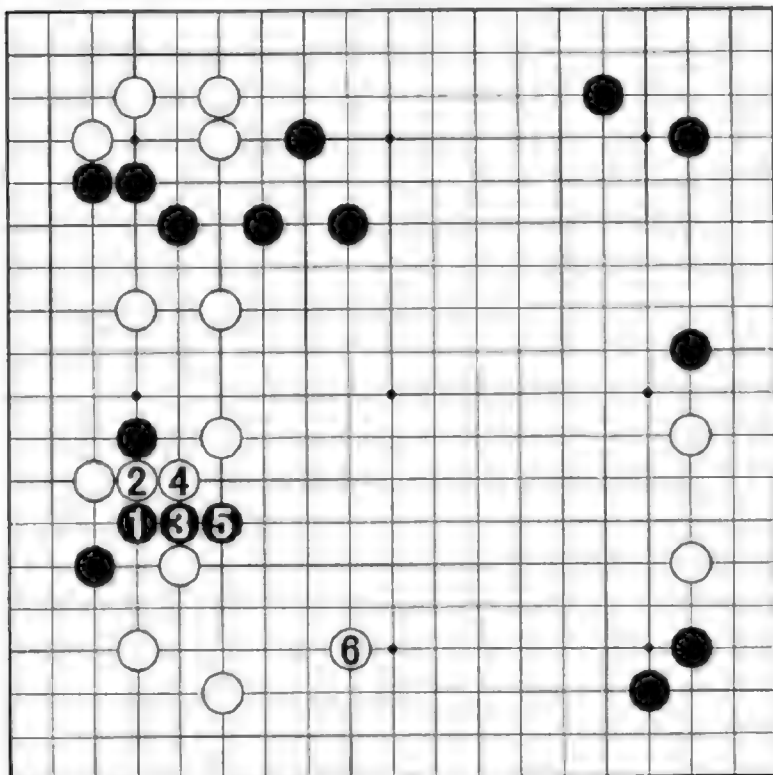
If White is to maintain the territorial balance, he cannot permit Black to form a secure group on the left side. Therefore, he has to attack, and White 1 is the vital point.

Problem 4. Failure



White 1 is certainly a big point, but it does not address the urgent issue of the vulnerable black stones on the left side. Black plays 2 and his stones there are now secure. Moreover, the white stones mapping out the center are thin, and, since Black can easily break through them, White's moyo isn't worth much.

Problem 4. Continuation



Black has to move out into the center with 1, White pushes through with 2 and 4 and Black escapes with one of his stones when he pokes through with 5. But White calmly extends to 6, and the black stones find themselves between two strong white positions. These black stones must escape, but as they do, White will be making inroads into the moyo at the top.

The Cover

Tadanobu Seated by a Go Board

From the series titled *Honcho Bunyu Hyakunin Isshu* (A Hundred Poems by a Hundred Heroes of Our Country). The poem in the cartouche at the upper left is meant to suggest Tadanobu's desperate mid-winter tribulations in Yoshino, an area famous for its cherry blossoms, which cover the hill-sides in the spring:

*In the depth of winter
the gale from the peaks is violent
and snow falls like cherry petals
on Yoshino mountain.*

*When the wind blows through the blossoms
the petals whirl up and fall in their countless
thousands*

*like snow flakes or like brave warriors falling
in battle.*

For the complete story, refer to Chapter 7 of *Japanese Prints and the World of Go* by William Pinckard at <http://www.kiseido.com/>

Go in the West in the 18th Century

by Jaap K. Blom

Concerning demonstrations of the recent discovery that the world was not flat, books in the 17th century served the purpose for which we nowadays have newspapers. In the following century, however, reports of discoveries of another kind could often be oblique, with the consequence that descriptions of go in literature are less accessibly abundant than a hundred years before. Despite this obstacle, Theo van Ees and I have caught three entirely new sightings: some reflections of Leibniz, an original Chinese go diagram published by Johann Breitkopf, and a reference in the travel writings of Van Braam Houckgeest.

Gottfried Wilhelm Leibniz, eminent polymath, philosopher and mathematician, creator of a reasonably successful monad theory, and an inventor of differential and integral calculus, found time to deliberate on the game of go. For all he lacked a knowledge of its rules he managed to come remarkably close to intuiting the tactical concept of *semeai* (capturing race).

Leibniz knew of go from at least two sources. One was Matteo Ricci's description, translated from Italian into Latin by Niklaas Trigault (cited previously in 'Go in Europe in the 17th Century' [Go World #27] and repeated in translation here):

Most important among them is a similar sort of game. On a board of three hundred cabinets, several play together with two hundred stones, of which some are white, others black. With these stones each takes care to banish the other's stones into the middle of the board in order that he afterwards dominate the cabinets remaining. In the end he who has subjected to himself the most cabinets on the board is proclaimed the victor. Upon this game the Officials pounce most eagerly, & often they spend the major part of the day in playing, for among those experienced in playing, one game takes up a full hour. He who is experienced in this game is, though he did not distinguish himself in any other matter, respected & invited by all. Yes, even some also choose them as teachers, according to the customs usual to them, in order that they may thoroughly learn from them the theory of this game.

Leibniz quotes this passage in full, having had access to it as family historian to the German dukes of Braunschweig-Lüneburg. It was their forefather August, writing under the name 'Gustavus Selenus', who had earlier copied and translated Trigault. His second source of information was a Chinese print depicting two players at the go board as a third looks on. [Ed. note: In conformity with similar depictions that appear to follow this convention, the three figures are marked by their dress as a Confucian scholar, a Daoist practitioner, and a Buddhist priest.] Leibniz had taken a lively interest in Chinese matters, participating in the debate as to whether Matteo Ricci had been correct in his opinion that the manner in which the Chinese honored their ancestors was not to be judged idolatrous and therefore unobjectionable to the Roman Catholic religion. His involvement with China had also included a correspondence with one of the Jesuit missionaries in Peking, but none among the known letters from this exchange contains any mention of games.

In 1710 Leibniz published the first volume of *Berlin Miscellany*, a collection of articles by members of the Prussian Academy of Sciences, and in it one can find in his handwriting a 'Note on certain Games; in the first place on a certain Chinese Game [. . .]' ¹ From the text it is apparent that he didn't know much about the game, and in his remarks he is meticulous in distinguishing evidence from what was hypothesis. He firmly assigns it to the category of games that are governed by skill rather than chance. With the important proviso 'as far as it is clear,' he determines another feature of the game to be that the players don't remove each other's stones from the board but merely obstruct and fence in the other's stones, surmising that no killing or bloodshed is involved. (A night at my own local go club in Leyden would certainly disabuse him of such a notion.) He concludes with the remark that when the opposing player has been robbed of the liberty to move, he loses the game.

Following this introduction, Leibniz quotes Trigault's Latin rendering of Ricci and, presumably without having recourse to Ricci's Italian manuscript but on the strength of evidence offered by the Chinese print, remarks on Trigault's error in translation. Whereas Trigault had declared the



Copper engraving accompanying Leibniz' note
(Photo Universiteits-Bibliotheek, Leyden)

board to have 300 squares, Leibniz notes the print's depiction of a 19x19-line board (324 squares), notwithstanding that the copper engraving he commissioned to be modeled after this print displays a 19x17-line board. (Did Leibniz count one side only, or did the engraver make a mistake?) He further faults the remainder of Trigault's description (and it is interesting to note the grounds on which he does so):

For that the one always confines the other to the middle of the board is obviously always open as a possibility less than a necessity; because it is sufficient to have enclosed the one beset, either in the middle or in the corner.

Quite a perceptive inference by someone entirely unfamiliar with the rules of the game. More impressive still is the sentence that follows:

And the one who controls more compartments (after all, how should one determine this [?]) only gains the victory if, apart from that, he has locked his enemy in; also he alone has a free field.

The parenthetical aside is further indication that Leibniz is seeking very ingeniously to piece together a rational game from the scant information available to him, all the while aware that he is relying on guesswork. The misconception that enclosed stones are not removed from the board makes it unlikely he had any more information to rely on than the sources already cited. He also seems to have thought (as did Hyde before him; see 'Go in Europe in the 17th Century') that once placed on the board, stones can move. Despite these errors, he independently develops the notion that having one liberty while your opponent has none must be decisive to a game.

In concluding, he ascribes much sophistication to the game owing to the *multitude* of stones and the *magnitude* of the board. He praises it for its uniquely peaceful nature, surmising that doubtless it was invented by a Brahmin, someone who would consider victory by means of manslaughter abhorrent:

For it is a matter of fact that most peoples in the East Indies, being in that respect more Christian, as I expressly say, than those here that are called Christians, usually shrink from manslaughter, even in war.

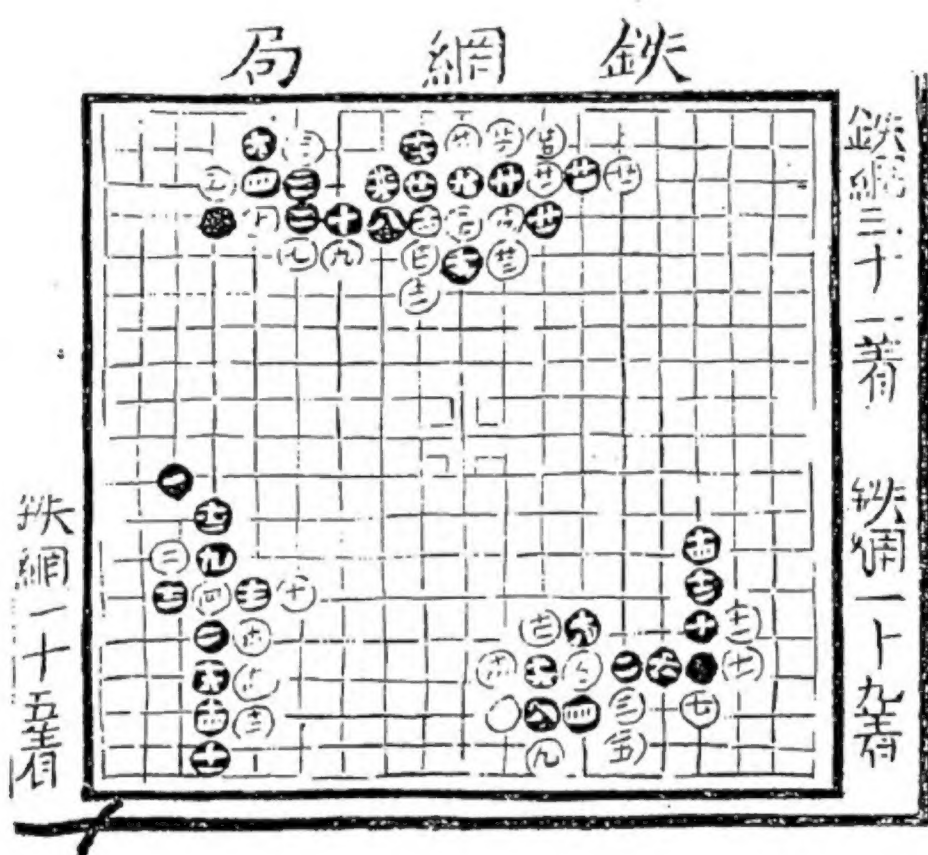
Although we may smile at this misunderstanding, however elevated the notion, we must admire Leibniz for developing an impressive insight into go's structure in the absence of any proper acquaintance with its rules.

Johann Gottlob Immanuel Breitkopf, printer and publisher of great distinction, more than anyone else contributed to the status that Leipzig would enjoy as the center of music in Europe during the 19th century. In 1750, the year of Johann Sebastian Bach's death, he introduced movable musical type, thereby giving birth to the printing of music and as a consequence published the first complete edition of Bach's chorales. Were this not enough, he was an innovator of fonts and map

printing. In 1784 this man of wide interests and accomplishment published a book, *Versuch den Ursprung der Spielkarten, die Einfuhrung des Leinenpapiers und den Anfang der Holzschneidekunst in Europa zu erforschen*, describing his research into the origin of playing cards, the introduction of linen paper, and the beginnings of the art of woodblock engraving in Europe. In the context of his discussion of early playing cards in China, he provides a footnote citing Nieuhof (whose rendering in Dutch of Ricci, via Trigault, appears in my earlier article):

They play on a certain board that has a cavity within, and three hundred little houses all round, with two hundred disks that are one part white and one part black. With these disks the one seeks to bump the other's disks into the middle of the cavity in order to gain all the little houses.

Breitkopf seems to be quoting from the German edition, in which case the translation appears inaccurate. He may have made his own translation into German from the Dutch, albeit with a result strikingly similar to the 1666 German translation of the paragraph. With this reference to the Nieuhof passage, his chapter provides illustrations captioned 'Several Chinese games'. Of interest to us is the diagram below.



(Photo Koninklijke Bibliotheek, The Hague)

Yet another eighteenth-century writer to describe go was Andreas Everardus van Braam

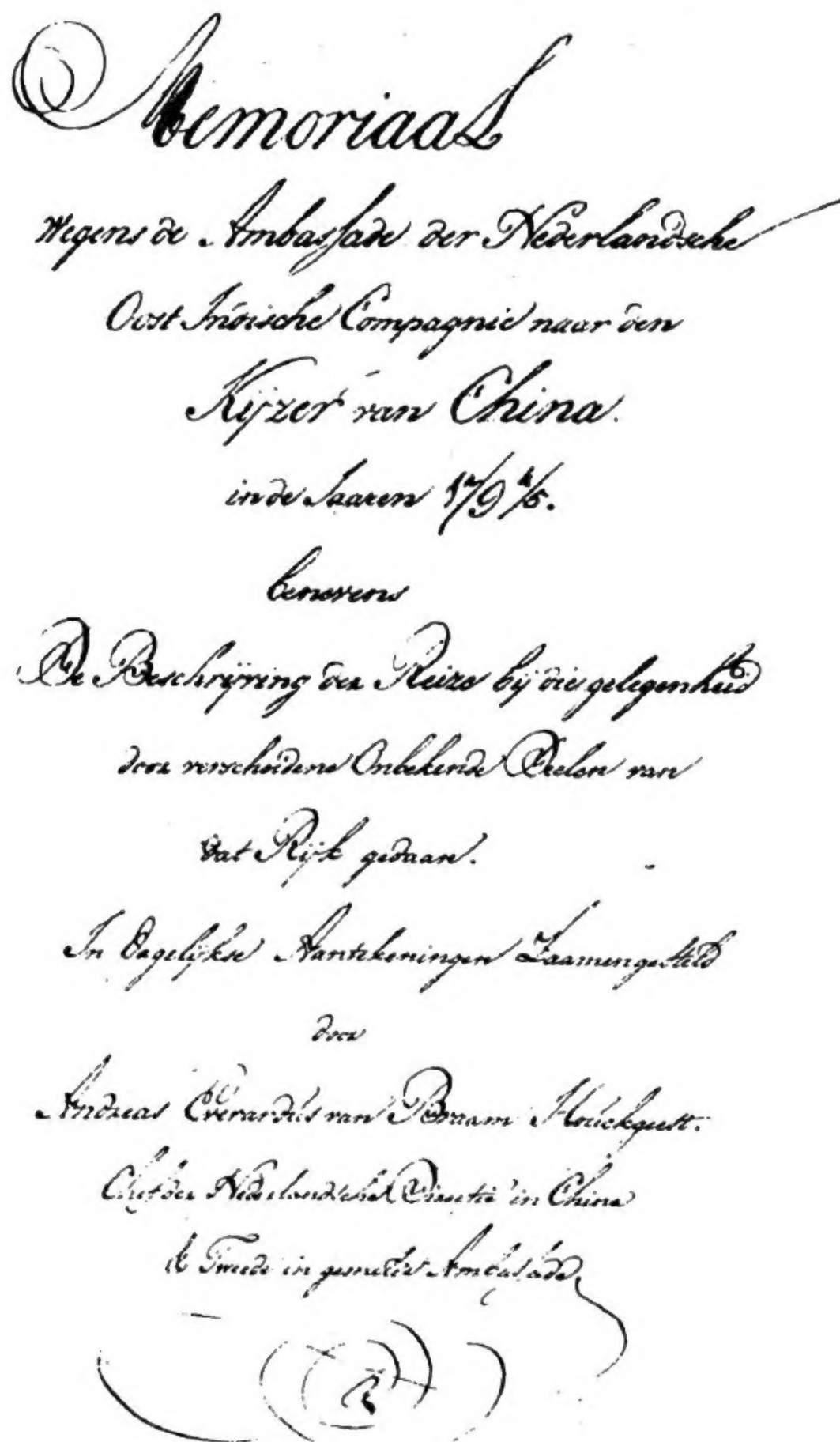
Houckgeest. As a member of a Dutch company's embassy to Peking, he achieved the rank of second ambassador and subsequently retired to the American countryside where he wrote a book on his travels through China, describing go in a supplementary chapter. Van Braam owned a paper board and two bowls of stones, together with a Chinese book on the game.

From a family several of whose members had been or were to become admirals in the Dutch navy, Andreas enlisted at the age of 19 but left its service in 1758, a year after joining. Later that same year he traveled to East Asia as a commercial sailor in the Verenigde Oostindische Compagnie, the Dutch East Indies Company. Serving for fifteen years, eight of them in China, Van Braam withdrew to take up country life in the Netherlands. Shortly after the United States were recognized by the Netherlands in 1782, he decided to cross the Atlantic and establish himself in South Carolina. Personal tragedies — the death of four children from diphtheria and the loss of part of his fortune through misplaced confidence — compelled him to re-enter the service of the V.O.C., which appointed him head of its trading post in Canton. When the English sent an embassy under Macartney to Peking, Van Braam urged his superiors in the Netherlands and the company to follow suit lest they lose ground to rivals from other nations. The famous Isaac Titsingh became the ambassador, with Van Braam joining him as second ambassador.

During the trip to Peking, Van Braam kept a diary.² Throughout the voyage it lay open on his desk aboard ship that he might record his observations on China, to him still new and strange. He writes that he purposely chose not to read any previous books on China in order that his reports of his experience be fresh and unbiased. (It continues to strike me as peculiar that he had never read the few books available concerning the country where for so many years he had resided.)

Apart from many entries describing the day-to-day events in which the embassy was involved, his diary contains a number of somewhat more expansive comments on particular aspects of Chinese culture. Among these, most notably:

I don't think I can end this work better than with a short note on the various games in use among the Chinese. The first, as the most esteemed, is called Ouay-ki. It is a sort of war



The title page of the Van Braam manuscript. (Photo Algemeen Rijksarchief, The Hague; Aanwinsten 1221.)

game, the object of which is to surround & conquer a country. It is played with little round & flat stones, of two colors, usually black & white, numbering a hundred and eighty of each colour which one places on a paper checkerboard where colored compartments intersect each other. This game is so difficult that I've been assured that never had anyone existed who had played with all the perfection it is susceptible of. It would take too long & be too difficult to quote its rules. They can be found in a book printed in China, which I possess, with very clear instructions on how it is conducted. It exacts

even more silence & attention than chess. It is the favorite game of scholars & statesmen.

After the embassy returned to Canton, Van Braam once more retired and settled in the United States. His diary was translated from the Dutch into French and published in Philadelphia in 1797 and 1798.³ The passage above is a rendering of the French translation. The manuscript allots some blank space to the number of stones, so this information must later have been supplied by Van Braam after the translator discovered its omission. As for the Chinese book on go in Van Braam's possession, it is presently impossible to determine what book it was. It appears again, however, mentioned in the catalogue of a 1799 auction held by Christie's of Van Braam's collection. One of the items listed is described as 'A printed treatise on the game of Whey Ky, with scheme of the board and 2 bowls with men for playing the game.' Apparently Van Braam had owned a game set. Whether the former ambassador had himself ever used it to play go remains doubtful. He seems to have preferred *hsiangchi*, Chinese chess [literally 'image chess'], for which he had ordered a set of men to be made 'Western style' — with three-dimensional elephants, cannons, and the like.

Although Van Braam is the first writer to mention go's presence in America, what he had to say about it barely reached Europe: A shipment of copies of the book's initial section was pilfered by the French, and it had been this first part only, re-edited in two volumes, that was translated into French, English, and German. When the second section arrived in Europe, its appearance was hardly noticed; it must have been mistaken for a reprint of the second volume of Part I. What Van Braam had to relate about go appeared in Part II.

(Continued on page 55)

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by Richard Bozulich

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Edited by Richard Bozulich

Nearly a decade has passed since the first edition of *The Go Player's Almanac* was published. During that time momentous events have occurred in the go world: in particular, the proliferation of international tournaments and the emergence of Korea, with Yi Ch'ang-ho leading the charge, as the pre-eminent go power on the planet. To cover these new developments *The Go Player's Almanac* has been completely revised and expanded. Many additions have been made to the biographical section, tournament lists, and the glossary of go terms, making it the most comprehensive reference work on go ever written, containing everything you might want to know about this game. It is a book that belongs on every go player's bookshelf. Here are some of the topics you will find within its pages:

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